

GAME BOY GAMER: LATEST REVIEWS OF THE HOTTEST GAMES!

JFG PLAYGUIDE!

ISSUE 26 APRIL 2000 \$6.95 NZ \$9.95 INC. GST

THE HOTTEST



**WE REVEAL THE
GREATEST
NINTENDO GAMES
OF THE CENTURY!**

ASK YOUR RETAILER IF IT'S NOT HERE

**FREE
CHEAT
BOOK**

EXCLUSIVE PICS AND INFO!

**PERFECT
DARK**

**Goldeneye's amazing
sequel annihilates
every other game!**

**NEW
SECTION!**

**next
gaming**



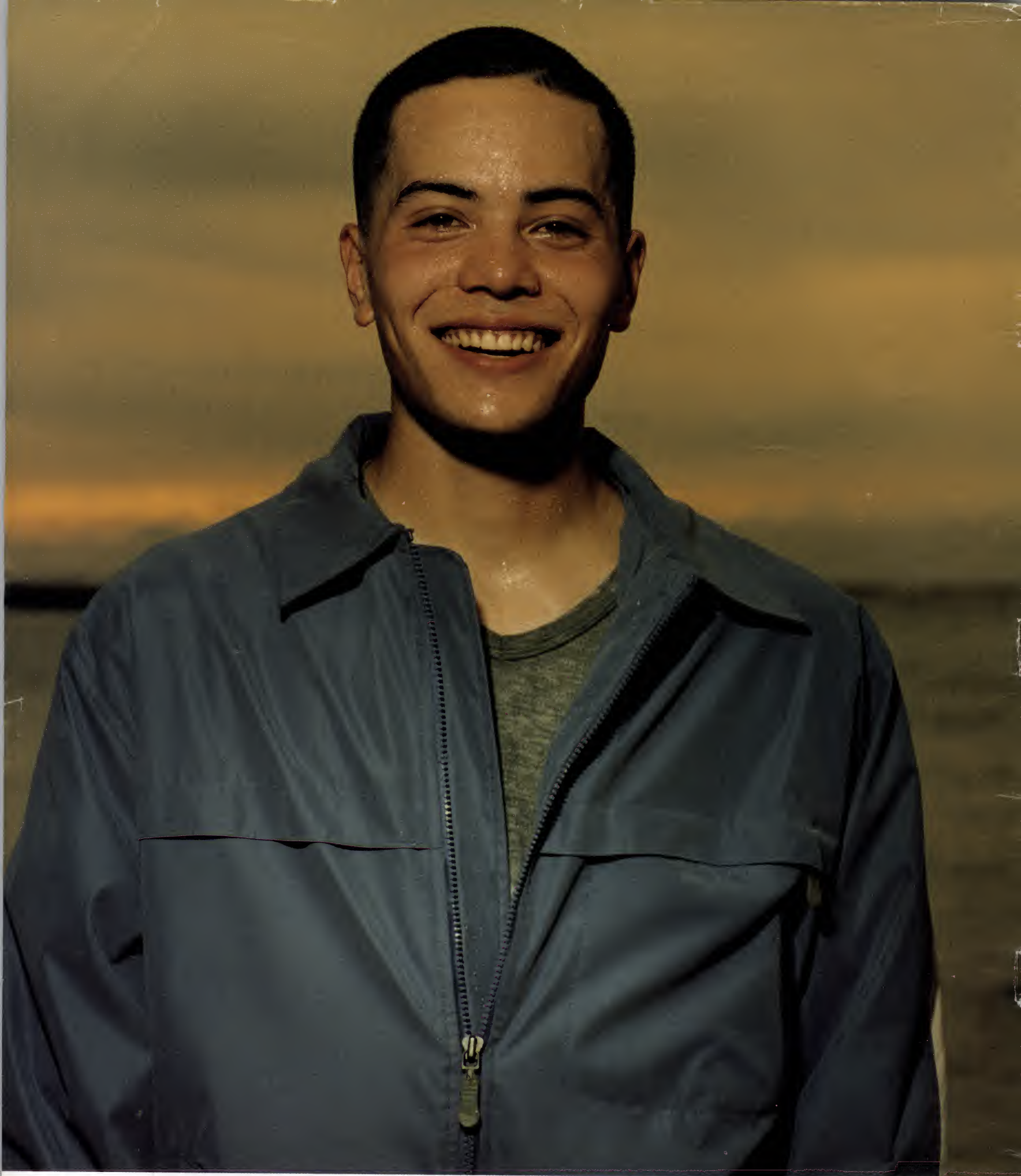
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POKÉDEX

The essential guide for all Pokemaniacs!

**CONKER'S
BAD FUR DAY**

**New details
on Rare's
incredible 3D
platformer!**





Wes Watanabe. Skateboarder. Nike Sueded Retro Jacket.
NIKE0129



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POKédex

We know you guys can't get enough of these pocket monsters so we've compiled a bunch of the latest news and plenty of character profiles for you to collect.



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PERFECT DARK



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THE



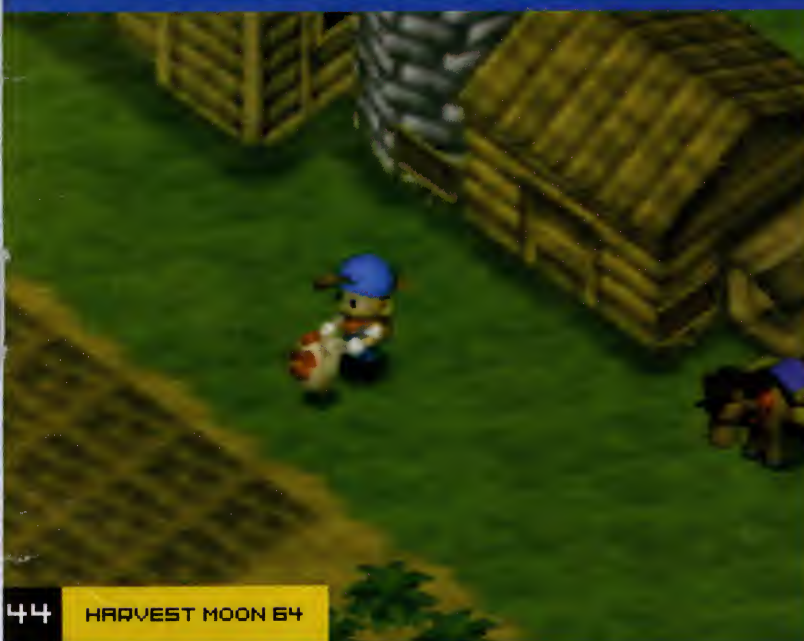
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Game Boy Gamer

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You want to get rid of that copy of Dual Heroes your toothless grandfather bought you. This is the place.

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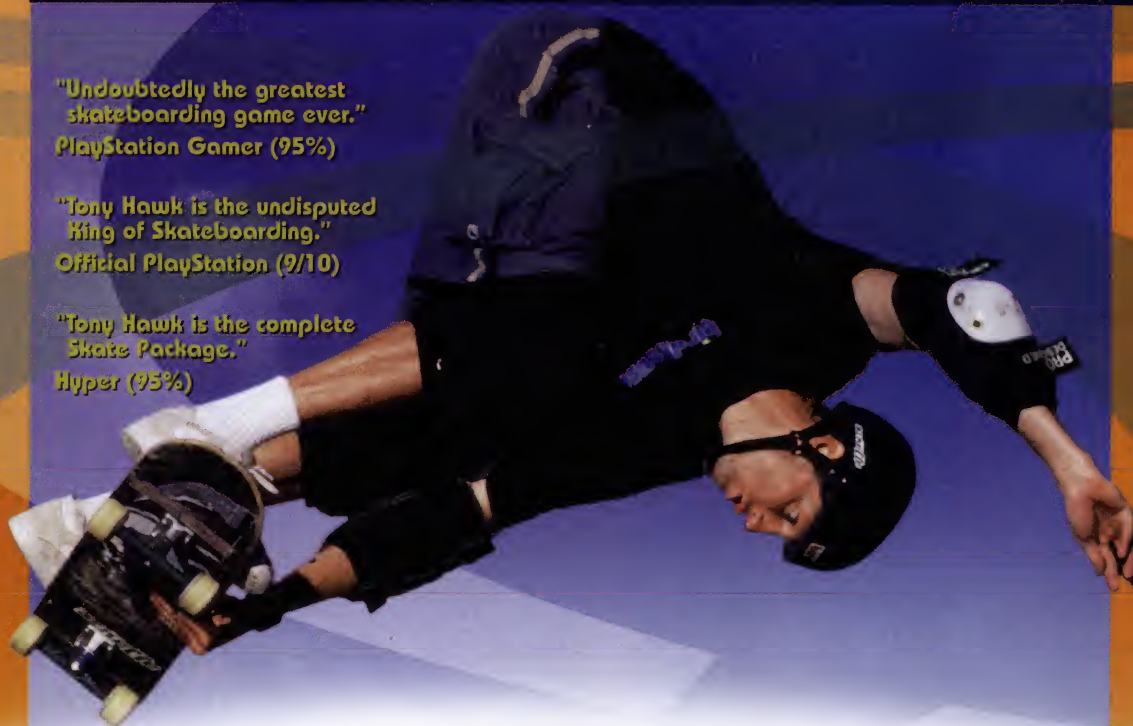
Find out what's in store in the May issue of N64 Gamer.

Go Big - Hawk Style

"Undoubtedly the greatest skateboarding game ever."
PlayStation Gamer (95%)

"Tony Hawk is the undisputed King of Skateboarding."
Official PlayStation (9/10)

"Tony Hawk is the complete Skate Package."
Hyper (95%)



TONY HAWK'S SKATEBOARDING™

Now Available on
N64

ACTIVISION



NEVER SET

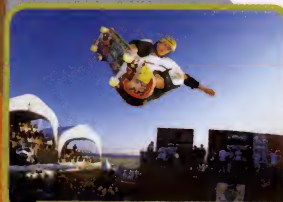
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BOB BURNQUIST



KAREEM CAMPBELL



RUNE GLIFBERG



BUCKY LASEK



CHAD MUSKA



ANDREW REYNOLDS



GEOFF ROWLEY



JAMIE THOMAS

Prize - Hotwheels
Issue entered - 22
Issue won in - 24

Why are we bickering, like children?



As the years roll by there are many things about gaming that will change. Graphics will become more detailed, gameplay will have more depth and the sound will be crisper. However, one of the few things that will always remain constant is the tendency of gamers to break themselves up into many competing groups. There will always be Nintendo loyalists, Sony fanatics and Sega... um, owners. Gamers don't stop there though, even amongst the different system groups you will find a number of sub-groups. There are the hard-core gamers, there are the casual gamers and, of course, there are the cheaters. All of the groups are disliked by the others for various reasons. The hard-core gamers look down on everyone else because they're the most skilled at playing games, the casual gamers think that the hard-core gamers are sad because they play too many games and the poor cheaters are looked down on by everyone because they refuse to play a game unless they have a detailed playguide and a handful of cheats.

While I consider myself to be a hard-core gamer, I can appreciate the perspectives of all gamers. Well, maybe not the casual gamers. How do they manage to go weeks without playing games at all? Okay, so let's forget about the casual gamers. The rest of us play games to enjoy ourselves. The hard-core gamers get a lot of enjoyment from conquering a game on the hardest difficulty setting, without help from anyone. It's a source of pride for them and there's nothing wrong with enjoying that. However, my point (yes, I do have one) is this: is it any less valid for the cheaters to enjoy using an invincibility cheat, an all weapons cheat and a playguide to breeze through a game? Of course it isn't. If someone wants to play games to relax, and they can't stand the frustration of dying and having to replay a level, then it makes a lot of sense to cheat. Who wants to feel bad when they play games? Not me. If I want to feel bad then I don't have to pay \$99.95 to do it, I can just look at my Year 7 school photo (who invented braces?). Now, I'm not advocating anything ridiculous like making friends with PlayStation owners but surely we can all stop worrying about why a game is being played and simply appreciate that good games are being enjoyed by so many people.

Prize: Hotwheels

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Ask for someone at N64 Gamer for competitions.

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AIDYN CHRONICLES: THE FIRST MAGE

Ready your sword young warrior



5 + R E E + T + T A L K 64

The N64 Gamer crew have finally mustered up enough energy to get off their backsides and take it to the streets. Here, we ask real gamers about hard-hitting issues that shape our ever-changing society. Arthur Adam uses his past training as a private investigator to interrogate the unsuspecting public using all the tricks in the book, including unnecessary violence.

Marilyn and Natalie, Age 25 and 22

Girls having a break from shoe shopping

Arthur: Hello girls. Do you like videogames?

Marilyn and Natalie: Not at all, they suck.

Arthur: Have you ever played a videogame?

Marilyn and Natalie: Yes, our brother has a PlayStation.

Arthur: Ahhh... That makes sense now. What about trying a Nintendo game?

Marilyn and Natalie: Are they cool?

Arthur: Hell yeah! Why don't you come back to my place and I'll give you some lessons?

Marilyn and Natalie: Umm... Maybe later



Saam, 22

Winked at me seductively

Arthur: What are your favourite videogames?

Saam: I like space ship games like Space Invaders.

Arthur: Who is your favourite videogame character?

Saam: Link, because he just looks so cute in those tights.

Arthur: What do you think of violence in games?

Saam: It depends on the person. However, I do think Nintendo went too far with Mario jumping on those poor mushroom's heads.

Arthur: Er, yeah.



Peter, age 28

Director of the Star Wars movie, Dark Redemption

Arthur: Who is your favourite games character?

Peter: Mmmm... I like that sexy girl from Perfect Dark, she has to be the best.

Arthur: Yeah, she's pretty hot. So, you're such a fan of Star Wars that you made your own movie, huh? Can our readers see your Star Wars film?

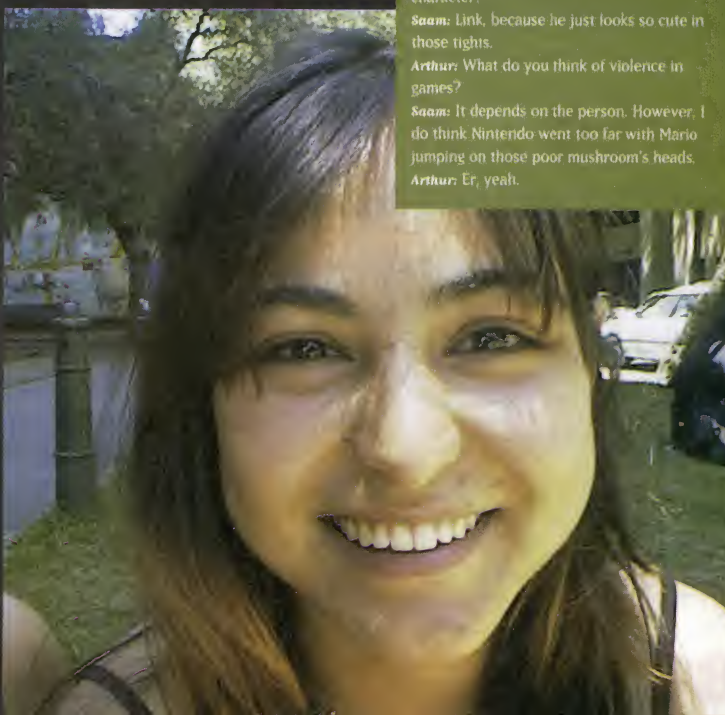
Peter: Sure. All they've got to do is go to the big Star Wars web site (www.theforce.net) and they can download it.

Arthur: Cool, so what did you think of the Star Wars games on the N64?

Peter: Well, Shadows of the Empire was a bit of a dog but Rogue Squadron rocks hard!

Arthur: Can I star in your next movie?

Peter: I guess you'd make a good Wookiee.





MAXIBON

GO AHEAD

**Bite off more than
YOU CAN CHEW**

IN MEMORY
OF ALL THOSE
WHO HAVE TRIED
AND FAILED.

MAIL BONDING

■ Narayan, 1987 is over, ditch the Rayman hairdo. I love you like a mother.
— FERDINAND REEMER

■ I don't think videogames have anything to do with kids shooting people at school but just to make sure, don't sell any violent games to a kid at my school called John because I think he already has plans to shoot me (sell him 40 winks). — IT DOESN'T MATTER WHAT MY NAME IS

■ Another interesting thing I'd like to bring up is, why, the hell, do you guys keep changing? Does your boss hire you then get sick of you straight away, hiring someone else? I mean, we can't really compare games from early magazines to the latest magazines because the reviews were written by other people. So what's up? — AARON SANDERS

Troy: Are you saying that you can only compare games' scores if they are reviewed by the same person? All the reviewers here can tell a good game if they see it. I don't think you need to worry too much about staff changes, Narayan has been here since the first issue and is keeping all the new guys in line.

■ Perhaps there is enough money in petty cash to buy Arthur a girlfriend, he may then be able to dredge his mind back up from the depths of his underpants for a while. — MELANIE HOPWOOD

■ What came first, Kazzooie or the egg? — CRAIG CAMERON

■ Where do you get off not wishing your loyal readers a Merry Christmas or at least a Seasons Greetings? A curse on all your heads — D J MORE

Troy: That's because Charlie Brown taught us the commercialisation of Christmas was a bad thing. Being wished Merry Christmas by people that you've never met seems, to me, to be a rather insincere gesture.

■ And also, on PAL version Goldeneye can you get these cheats: German Scheizer, Golden Shower, 2 x Love Missile, N64 Gamer Rocks and 69 mode? — MATTHEW BRISTOW

■ What I think makes this mag is the coarse language. I mean if there wasn't any swearing it just wouldn't be any good. — ANON

■ YWhen I was younger my sister had the Sega. My sister would never let me use the Sega unless I did things for her so the Sega gives me bad memories. — MICHAEL HURRELL

■ Goldeneye. I am the only person I know who doesn't own it? I didn't buy it because there are better single player games (eg Jet Force Gemini) around and you only need one copy if you're having a gaming night. — JAMES WITHAM

Troy: If you don't own a copy of Goldeneye there is no way that you can beat someone who is a champion at the game. You need to spend quality time in the multi levels by yourself, learning every nook and cranny, where every weapon respawns. Otherwise you will just be chicken feed when it comes to the multi session.

■ Oh yeah, the helicopter "Strike" game on the Megadrive was called Urban Strike. — MICHAEL VIECELL

Troy: Amazingly you are not the only person to try and correct us on this. There were three Strike games that were released on both the Megadrive and SNES. They were Desert, Jungle and Urban Strike.



If you look hard enough you can still find new things to do in Mario Kart 64

Washing Machine

It was a beautiful sunny day a few weeks ago and I had a friend staying with me. My parents said "Why don't you go outside and enjoy the great weather?" Naturally we ignored them and headed straight for the N64. Being wonderfully talented, smart and very nice (like all N64 owners) I let my friend choose the game we played. My friend is not fortunate enough to own an N64 and had only ever played a few games so he stuck with the ones he knew and chose Mario Kart. After a few races and battles we were getting a bit bored so we started mucking around. First we went to Kalamari desert and played chicken with the train. After a while we went to different tracks and wound up at Koopa Troopa Beach. This is where we came up with rock climbing. To do rock climbing you have to use lightweight characters, then go up to a wall that is on a slant or has a divot and hold down A, then constantly tap R to make yourself jump and use the control stick to guide yourself. Once you get the hang of it, it is quite easy to scale most walls. Sometimes if you get to the top of the wall you can fall over it to the other side. There are also little platforms you can sit on if you get up to them, but my favourite thing would have to be the thing we called the washing machine. On Koopa Troopa Beach there are two trees next to each other. If you climb up the wall behind them then fall down in between them it will throw you round like you are in a

washing machine, then once you have stopped you will fall down into the sand as though it is water. Rock climbing works on a few other tracks like Choco Mountain and Yoshi Valley but it is best on Koopa Troopa Beach. Basically my point is that if you think a game is old and boring go back into it and have a look around, because there is never-ending fun to be had with an N64 game.

Sam Hellwege

shellwege@hotmail.com

▼ This is what I miss most about videogames (apart from a challenge, but that's a tale for another time). This will sound like I'm whining for having good fortune and I apologise for it in advance. Back when I was at school and playing games was what I did for fun, instead of my homework, I spent a very long time on each videogame. As I had to sell four hundred newspapers to purchase a new game they were well earned. I played through every game from beginning to end many, many times. Every little nuance of each game was explored. These days, so many games pass through the office each week that once a game is completed it's rare to be touched again. I don't really know what my point is except that I agree with you. Exploring the limits of each game and finding out what things can be done (that were never actually intended by the programmers) is greatly rewarding.

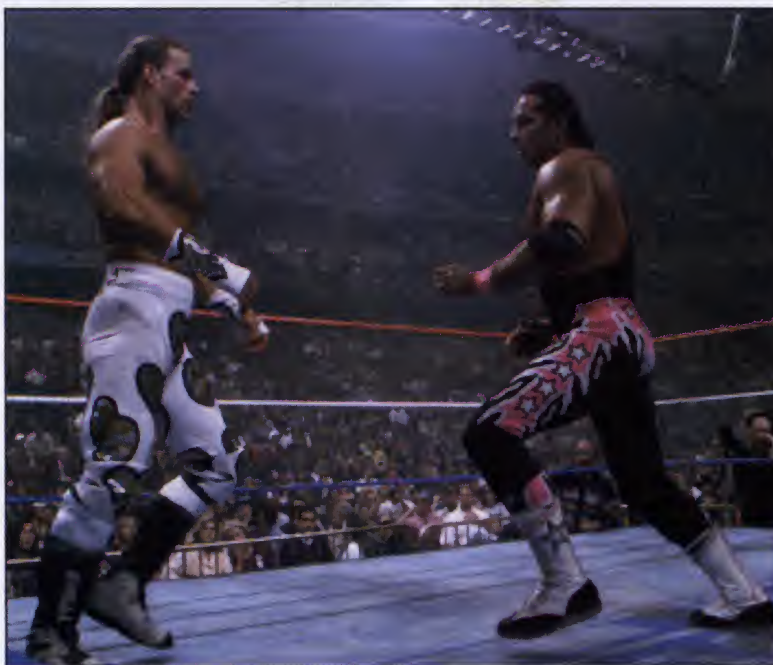
More violence, please

What pisses me off is the fact that people are saying that games like Goldeneye and Turok 2 are just "kill-

everything-that-moves" games that are causing kids to be violent. I mean what do you have to do in these games? Go to school and kill everyone? No, in these games you are ultimately saving people, not going and killing everyone. In Goldeneye you are trying to stop a terrorist from destroying the world and in Turok 2 you are trying to save the world from the Primagen. You aren't just going and killing people for no reason, so why do these people keep saying that these games promote unnecessary violence and should be censored? I think that they are just blaming these games because they don't know why kids are killing people. It's not the games that are causing kids to go kill people, it's the fact that they are nut cases and should be locked up. The quicker that these people realise that it's not the games that are doing it and aren't so strict with censorship the better.

Also, I have a cool idea for a game. I think that when Rare put out a first person shooter on the Dolphin you should be able to do things like blow holes straight through your enemies or be able to blow off their limbs. Turok 2 has tried but they are programmed death sequences. You should be able to blow someone's arm off and still have them running after you or to be able to blow a hole clean through Natalya's head and to shoot Valentin's legs off and watch him try to crawl away.

Robert Bell



Is wrestling really a misunderstood intellectual pursuit?

▼ The first section of your letter spanked of articulation and the voice of sanity.

Unfortunately by concluding it with graphic descriptions of what you wish to see in a very gruesome game you probably lost everyone to your original point. Censorship is very lame. Blaming particular medias (ie games or movies) for society's problems is pathetic. Perhaps, this is only a suggestion from my naïve point of view, but if they didn't have access to firearms then they would not be able to kill ten people in a few seconds. Maybe in the Dark Ages there were no massacres, by children, because there were no videogames but maybe, just maybe, it has more to do with the fact that kiddies could not carry such heavy firepower.



Nice film, shame about the game

Bugger

Okay, I've just read issue 23 and read the review for the incredibly crap A Bug's Life. Now it said that I'd have more fun going outside and killing some bugs. So I did. I retrieved my baseball bat and proceeded to lay into a hornets' nest with it. As a result I ended up with a number of stings in places where it's not good to think about. Anyway I figured I'd write in and tell you of the dedication of some of your readers. You could start a whole new cult this way, NANF (New Age Nintendo Fanatics).

Kieran

▼ You, Sir, are an imbecile (or pretty humorous, depending on your seriousness).

Wrestling fans ain't rocket scientists

Look, you slap nutz, I've got a problem with N64 Gamer's attitude to wrestling. In the reviews and pre-views I've seen of these games you always say something about the way wrestlers (obviously the most masculine, heterosexual men on the planet) grapple each other in a way that, to the uneducated eye, may look slightly John English at a cocktail party, if you know what I mean. What is it with the "time to slap yourself silly with banana oil" joke? Wrestlers spend all of their spare time from their busy schedule sun-baking at the finest beaches. Plus, you make fun of this obviously legit sport by calling it a soap opera. So, if this travesty of modern journalism happens again, I will personally go to N64G's offices and lay the absolute smack down on your candy asses! Except for, maybe, James, who will most likely help me powerbomb the editors through flaming tables, then eat the remains, ECW hardcore style. Cuz I am a stylen', profilen', limo driven' son of a gun. Whoo!

Adam "Mr Wrestling" Manovic

▼ Look at this scenario. A bunch of athletic, muscly men spend all of their spare time in the gym trying to achieve physical perfection then they take off most of their clothes, rub themselves in baby oil, remove their body hair and grapple each other while grunting a lot. Everyone is free to draw their own conclusions from this. Regarding any travesty of modern journalism, isn't that what all journalism is about? I would be reluctant to even use the word "journalism" to describe what we do.



More antics from that crazy critter, Sonic

Apology

A few months ago we received a letter about a videogames player who was apparently unphased by seeing a young man electrocuted. We assumed that this was a fictional story. Unfortunately, the man discussed in the letter was a seventeen year old from Cairns, named Timothy Martin. We would like to apologise for any pain this letter caused his family and wish them the best in the future.

Q&A

>> He is a 250 pound mass of muscle who lives to conquer games. If you're stuck in a game or you want to cry about something, write in and you'll be sorted. The next person to send a glitch or cheat in will be pulped. Send mail to Bad Ass at the usual N64 Gamer address or email him at badass@next.com.au

This month's winner >>



i have a worm in my underpants

Q Your royal Assedness, in Worms Armageddon, there is a certain stage in the training mode I can't pass. You are only given one ninja rope and have to move across a great expanse to a target board. This is f#\$%ing impossible. I'm guessing it could be a bug in the game. Work that one out, butt-man. Ben Apollo. Tas.

>> **Mr. Ass**

Your feeble-mindedness defies description. Listen carefully, numb-nuts, whilst swinging with your pathetic little worm, using the ninja rope, just press the trigger to disengage it. Then, as you fly through the air, press the trigger again and your ninja rope will shoot out and hit the ceiling. Continue this until you reach the target. Because you have astonished me with your utter stupidity, I'll give you a free copy of Perfect Dark as soon as I get my hands on one. Fool.



Bad Ass'

Flaming idiot

Q Dear Mr. Bad Ass, you are the muscliest person I have ever seen in my life and your pet monkey Hugh is so handsome. I need some help. My favourite weapon in Jet Force Gemini is the flamethrower, but I keep running out of ammo. Is there an 'unlimited ammo' cheat? Thank you, lord Ass.

Ryan Stewart. Canberra.

>> **Mr. Ass**

Hugh is handsome? I guess my pet monkey does look after himself. Everyday he brushes his teeth, combs his hair and wears only the finest clothes. You should see the boxes of fan mail he gets from girls around the world. Anyway, to answer your lame question, just find some Tribals carrying lanterns and shoot them. Use their lanterns as flamethrower ammunition, Budgie balls.

Wizpig troubles

Mr. Assiness, my friend has Diddy Kong Racing and he has all the trophies and stuff and all he needs to do is beat Wizpig, but can't. He doesn't make any stuff ups and gets most of the zippers but still can't win. Can you do it? If so, how? Also, one more thing, why do you say that Super Mario 64 is the best game and give it 100%. It's old and boring and nothing to do except see Yoshi. Zelda, Donkey Kong 64 and Banjo-Kazooie are all better. See ya around bad boy, oh mighty one.

James O'Donahue. W.A.

>> **Mr. Ass**

If I was such a sad case that I couldn't beat Wizpig, I'd pretend that it was 'my friend' as well. You stated that you get the zippers 'most' of the time.

This is where you are stuffing up, fool. You need to get all the boosts. Also, take your finger of the accelerator as you cross the boosts for extra comph.

You'll know when you do it right because the boost is green. As for your lame question about Super Mario 64, I don't think it is the best game, but the dweeby

boys who make up the N64 crew do. In all fairness, at the time Super Mario 64 was released there was no other 3D platformer that came close to being as good. Super Mario 64 is a girl's game though. Look how puny Mario's biceps are!

Dumber than you

Mr. Bad Ass, you are so gay. I have your real picture and you're not muscly but fat and hairy. I have a cheat for you; you pile of blubbering, chunky fat. Once you open up the Naboo Star Fighter, Millennium Falcon and Tie Interceptor and finish a level and get gold with each, they will permanently remain on your cart so you don't have to put in a pass code any more. So suck on that you hairy overgrown monkey. I want Jet Force Gemini sent to me or I'll come there and kick your ass. Smarter than you. Sydney.

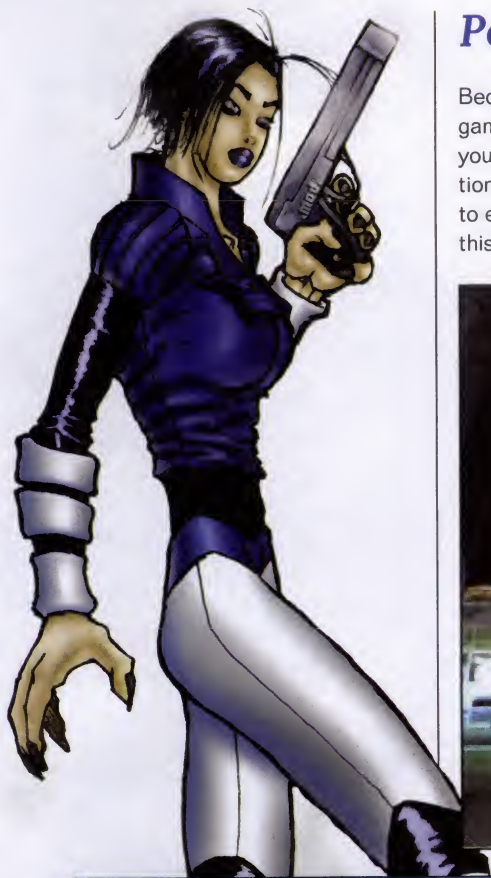
>> **Mr. Ass**

The only answer I can come up with for your inbred existence is that your parents procreated at your local zoo. Even my grandmother knew that feeble trick, you festering pile of mule droppings.



Basement

BADASS' COMPETITIONS



Perfect Gaming

Because Perfect Dark is the best game ever, I have decided to give you lucky snots 6 copies perfection. All you monkeys have to do to enter my competition is answer this simple question:

Perfect Dark
"What is Joanna Dark's code name?"

Put your answer on the back of an envelope and send it in to:

Think about it comp
N64 Gamer
78 Renwick st
Redfern, NSW, 2016



Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.

WINNERS



Rocket: Robot on wheels

Barry Minehan
Patricia Kent
John Stein
Bill Hollow

World Driver Championship

Brad Van Den Bosh
Barry Green
Damien Sween
Oscar Werring

Armorines: Project S.W.A.R.M.

Geof Grimmes
David Manny
Renee Robbie
Kim Kempers
Michael Gray
Tim Goddard

Become a vigilante

After I bullied Activision a bit I managed to squeeze them for 2 copies of their cool racer, Vigilante 8: Second Offence. All you have to do to enter my competition is answer this cunning question:

"How many vigilantes are in the game?"

Put your answer on the back of an envelope and send it in to:

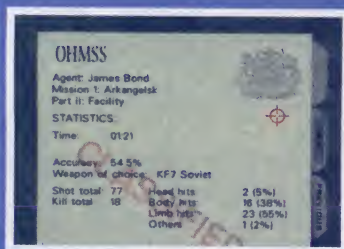
Don't even ask me comp
N64 Gamer
78 Renwick st
Redfern, NSW, 2016



ALL COMPETITIONS CLOSE ON THE 10TH APRIL



My pet monkey, Hugh, has been bugging me for ages about having his very own page. Hugh reckons that since he went to university, he deserves a spot in the mag. Anyway, I gave the editor a black eye and managed to get a High Score section. Hugh wants proof of your lame game times, so either record the times on a videotape or photograph the screen. Don't bother trying to use cheats because I can sniff them out quicker than a fart in a car and I'll send Hugh around with his pliers to teach you some manners. We'll be changing the games and courses used for the challenges every few months, so write in with the games you want to see featured and if I'm in a really good mood I'll think about cutting you sniveling snots a break. Oh, and I'll let Hugh pick the best score each month and give them a free game.



Goldeneye 007

Let's see how tough you crybabies are in Goldeneye. I want to see high scores damn it!

Fastest Agent Times

Facility

1	00:00:42	Steve Wright
2	00:00:43	David Jennings
3	00:00:44	Luke Sutton
4	00:00:53	Jon Burrows
5	00:00:57	Paul Wahid

Hugh's High Scores

Control

1	00:03:50	Brian Yardley
2	00:03:51	David Jervis
3	00:04:01	Jon Burrows
4	00:04:35	Chris Devon
5	00:04:48	Rohan Bury

Aztec

1	00:02:20	Timothy Davidson
2	00:02:21	Kelly Eddison
3	00:02:22	Jon Burrows
4	00:02:31	Rohan Young
5	00:03:30	R. Young

Silo

1	00:01:05	Vern Gelding
2	00:01:06	Todd Marring
3	00:01:07	Barry Goodwell
4	00:01:09	Luke Sutton
5	00:01:21	Jon Burrows



Mario Kart 64

Get off your fat, lazy butts and squeeze them into a go-kart - now, show me some rubber burnin' times. Tools.

Australian PAL Lap Times

Koopa Troopa Beach

1	00:01:28'	Mika Duntroon
2	00:01:31'	Erica Walters
3	00:01:32'	Yanis Coulos
4	00:01:35'	Robert Emanuel
5	00:01:39'	Steve Hall

Royal Raceway

1	02:06:88'	Luke Barret
2	02:06:97'	Peter Micos
3	02:07:22'	Fred Hollows
4	02:07:54'	Terry Reynolds
5	02:15:95'	Barry Humphries

Bowser's Castle

1	02:15:33'	Barge Matthews
2	02:16:12'	Dillan Gould
3	02:19:02'	Cameron Needheart

4	02:22:01'	Tony Snow
5	02:22:00'	Jimmy Green

Yoshi's Valley

1	01:40:27'	Ethan Jones
2	01:53:73'	Shaun Wells
3	01:55:45'	Josh Belmont
4	02:02:22'	Brandy Svening
5	02:05:12'	Dante Lee



Wave Race 64

Seeing that most of you constantly wet your smelly pants, you should be able to get half-decent scores on Wave Race 64.

Australian PAL Lap Times

Sunny Beach

1	1:18:900'	Shannon Black
2	1:18:922'	Geoffrey Maddocks
3	1:19:568'	Luke Dreamboy
4	1:19:923'	Gary Ireland
5	1:21:547'	Jay Hicknob

Port Blue

Hugh's Pick

1	0:57:356'	Daniel Sturt
2	1:46:150'	David Welsh
3	1:48:150'	Gary Ireland
4	1:48:223'	Gary Olsen
5	1:49:542'	Kenneth Boston

Drake Lake

1	1:30:168'	Adrian Fish
2	1:31:406'	Gary Ireland
3	1:32:500'	Dave Mulberry
4	1:32:612'	Rishi Muckneb
5	1:34:778'	Allah McBeal

Marine Fortress

1	1:41:240'	Frank Melvin
2	1:41:241'	Troy Diamond
3	1:41:242'	Gary Ireland
4	1:43:230	David Welsh
5	1:46:059'	Luke Muscat



Diddy Kong Racing

I want to see your monkey asses give me good scores. My monkey, Hugh, is unbeatable in this game.

Australian PAL Lap Times

Ancient Lake

1	00:14:90	Michael Gamble
2	00:16:35	Simon Warren
3	00:16:73	Danny Simon
4	00:16:77	Henry Baggly
5	00:16:81	Adrian Hartwig

Fossil Canyon

1	00:25:06	Danny Simon
2	00:25:46	Adrian Hartwig
3	00:25:66	Tristan Lambert
4	00:27:66	Gary Ireland
5	00:32:37	Samuel Simpson

Whale Bay

1	00:17:45	Michael Gamble
2	00:18:80	Bobby Digital
3	00:19:91	Matthew Osland
4	00:20:26	Adrian Hartwig
5	00:21:05	Tristan Lambert

Hot Top Volcano

1	00:24:95	Michael Gamble
2	00:25:73	Danny Simon
3	00:25:75	Bobby Digital
4	00:26:00	Adrian Hartwig
5	00:26:05	Tristan Lambert



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Metro
GAMES



GAMING PERFECTION HAS FINALLY ARRIVED AND NARAYAN IS GLUED TO THE JUICY DETAIL ON GOLDENEYE'S AMAZING SEQUEL!



PERFECT

REDEFINING GAMING

A little over two years ago a relatively unknown conversion of an aging James Bond movie appeared on the gaming scene. I had seen a few screenshots of the game and thought that a shooting game about being an international spy was worth a look. Two minutes after powering on the game I was in love. Skulking around military installations, popping unsuspecting soldiers in the butt with my silenced PP7 and completing ingenious mission objectives was so much fun that I wanted to jump on a plane and join up with MI6. Now that first person shooters are so common that they've all sort of melted together into an indistinguishable mess and it's hard to remember just how revolutionary Goldeneye was. When it was released there were not any amazing shooters on the console scene and state-of-the-art shooting on the PC was the first Quake game. All previous shooters consisted of simply killing all the enemies and

collecting the odd key to unlock doors. Goldeneye was the first shooter to incorporate mission objectives into the genre. It did such a good job of it that now no self-respecting shooter would even think about releasing itself without a bunch of clever puzzles to be solved. However, objectives weren't the only thing Goldeneye introduced to the genre. It was also the first game to feature enemies with clever AI that enabled them to chase you through doors and up stairs, enemies that could hear unsilenced weapons, in-game characters you could interact with to help you complete your objectives, different animations relating to specific body parts being shot and textured damage. We take all of these innovations for granted now because it's so hard to imagine shooters without them. Well, Perfect Dark is only a month away and, like Goldeneye, it's going to be packed with so many innovations that it will shape the genre for years to come. ►

↓ F E A T U R E

SCREEN ON HIS MISSION TO DELIVER EVERY

T O D A R R H



THE YEAR IS 2023...

Taking the role of the sexy heroine, Joanna Dark (code-named Perfect Dark), you are a secret operative working for the Carrington Institute. This mysterious government institution sends you on a mission to investigate DataDyne, a huge multi-national corporation that has been linked to illegal activity. As you delve deeper and deeper into the DataDyne corporation, you will find out that the sinister corporation is conducting illegal experiments on extraterrestrial beings.

Those of you wondering why Rare didn't make another James Bond movie as the sequel to Goldeneye should know that the designers actually turned down the licences to Tomorrow Never Dies and The World is Not Enough. While the design team enjoyed making a shooting game about their favourite movie character, they also felt that a licenced game placed too many restrictions on them. With Perfect Dark they are free to take all the best features from Goldeneye, improve upon them and incorporate all their other ideas that they couldn't do with the Bond character. The result is an amazing experience that surpasses Goldeneye in every way.



PLAYING THE GAME

Rather than start completely from scratch, Rare have used the existing graphics and gameplay engine from Goldeneye as the basis for Perfect Dark. Naturally the graphics side of things have been tweaked significantly but the only fundamental change in terms of the physics engine being used is in the way that you will no longer encounter invisible walls when you bump against the edges of platforms. Who hasn't seen someone below them in the Stack multiplayer level and wished they could just drop down next to them? Thankfully the training wheels have been removed and it is now possible to hop down to lower levels. This doesn't mean you can jump because Rare have wisely decided that making precarious jumps across platforms is something that detracts from, rather than adds to, a first person shooting experience.





▲ The rifle is great for helping people over their fear of heights

It goes without saying that the objectives will be much bigger and better. In fact, everything about the game is much better, but I'll tell you about the objectives first. One of the mission objectives that I really liked took advantage of stunning people instead of just killing them. The familiar ability to slap enemies in Goldeneye has been modified into a nasty punch that knocks people unconscious. This is necessary in the first level because one of the DataDyne staff members has a biological key that is connected to her heartbeat.

In order to use the key and obtain access to the rest of the level, you must render her unconscious and keep her alive, ensuring that the key still functions. Naturally stealth still plays a big role in the game and you will definitely need to be a lot sneakier if you want to defeat all of DataDyne's forces. You can even take advantage of the new mines to place on walls to blow holes clean through them, giving you the essential element of surprise.

The enemies themselves are, without a doubt, the most intelligent ever seen in a shooting game. They will assess threats, work as a team and communicate with each other to always keep the player wondering what is around the next corner. If you remember the classic scene in Star Wars where Han Solo foolishly chases a lone Storm Trooper through the Death Star into a room filled with hundreds of them, then you'll love the new features in Perfect Dark. Quite often I encountered

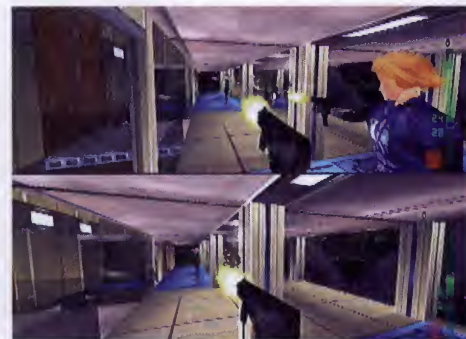


▲ The enemies will no longer shoot pointlessly if you're too close, they'll resort to their fancy Kung Fu moves

guards who would come up against my machinegun-toting bad-assedness and run away to grab a few of their mates so that they could attack me with superior numbers.

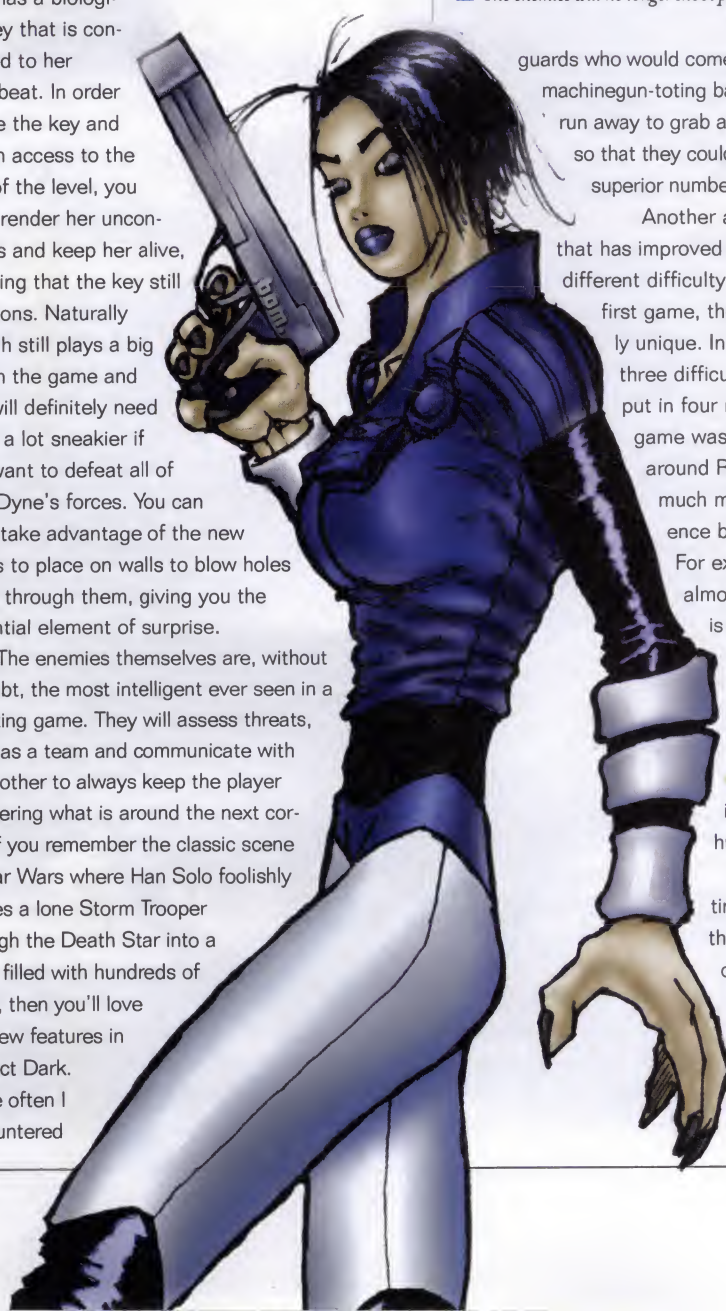
Another aspect of the game that has improved immensely is the different difficulty levels. Unlike the first game, they are all completely unique. In Goldeneye the three difficulty levels were only put in four months before the game was finished. This time around Rare have made a much more distinct difference between the levels. For example, Easy has almost no objectives and is simply a case of killing everyone. If you bump it up to hard then you're looking at some seriously brain-taxing puzzles and a huge adventure.

I know I'm getting repetitive but there are still tonnes of features that have been infinitely improved for this amazing sequel. I felt that Goldeneye man-



▲ The top screen shows the brilliant co-op mode in action

aged to create a great atmosphere as it was but it looks like a childish cut and paste job in comparison to the epic adventure that is created in this breathtaking future (all 32 Mb of it). To advance the storyline Rare have incorporated more than one and a half hours of real time cinematic scenes. They have employed professional voice actors and script writers to create each scene, and it shows. The first mission begins as Joanna Dark is flying towards the immense DataDyne skyscraper in her futuristic hovercraft, weaving amongst all the



other flying vehicles. You can even notice that the lights on the other buildings wash over the hovercraft as it flies past them. As her pilot parks it above the building's roof she exits through a panel in the floor of the craft and climbs down a rope as it thrashes about madly in the wind. As soon as she lands on the roof it's time for you to take control and kick some evil henchmen butt.

Perhaps the most exciting new feature is the co-operative mode of play. Naturally you can play co-operatively in the multiplayer mode by team-

ing up with a friend against the computer opponents. However, the exciting news is that the main adventure will also feature a co-operative game in which you can play a split-screen mode with one of your friends controlling Joanna's sister. As if that wasn't mind-bending enough, you will also be able to enjoy an absolutely ingenious adversarial mode in which one player takes control of Joanna (who has to complete her normal missions) and the second player controls one of the guards who has to try and stop her.

Anyone who has played Goldeneye knows that it is one of the most amazing games ever created and is packed with so many brilliant features that it is possible to enjoy playing the game for years without getting bored. Well, all of you true believers can sleep very soundly for the next month as you wait for a game that is not only twice as long as Goldeneye but is bursting with so many incredible new innovations that you will be glued to your screen for years to come. Perfection awaits!

MULTIPLAYER HEAVEN



If I had to sum up, in one word, the difference between PD's multiplayer mode and Goldeneye's it would be 'bots'. Of course Rare have gone and come up with a cool name for them (Simulants) but anyone who's familiar with computer controlled opponents in deathmatch games will simply refer to them as bots. However, it doesn't matter what you call them, bots are an absolutely brilliant addition to any multiplayer game. No longer will you have to scream in frustration or ring your friends up and beg them to come over for another whooping. Whenever you want you can simply power up the game and have a blast by pitting yourself against up to 12 computer opponents. On top of that, each simulant will have a different personality that you can assign. For example, you can select a simulant that is always inclined to attack no matter how weak its weapon is, or you can pick a simulant that will always try to run and hide unless it has the advantage. You



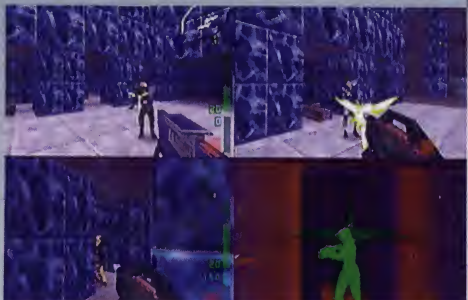
can even use the simulants in games with friends. You can either have them running around in a free-for-all or you can have a couple of bots each and co-ordinate them against your mates.

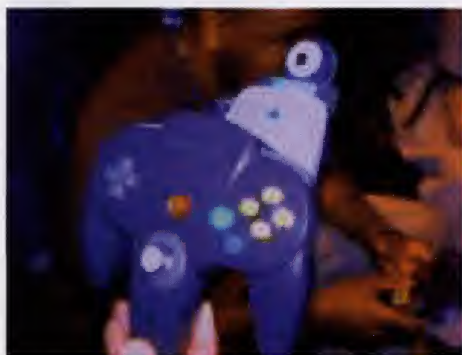
When it comes to multiplayer levels, not only will you be able to select from a number of completely new levels but you will also find that Goldeneye's Temple and Complex levels have been retained. However, they have undergone slight architectural changes and the ability to drop off edges leads to a few new tactics.

It goes without saying that the sheer number of weapons is staggering but on top of the usual groups of weapons that you can select there is a

new 'customise weapons' option. This allows you to choose the five weapons that you want to be present. For people who hate the body armour, this will be even more important because if you don't select the armour on one of the five positions then it does not appear in the match.

However, the most important aspect of the multiplayer mode is not something that you can really list; it's that magical gameplay. The feel that Goldeneye has is still there, it has been tweaked in many small ways, but the fantastic control has been maintained and transplanted into this bigger and better game. What this means is pure multiplayer bliss that will rock your world.





▲ Plug the GB Camera into your pad and you're ready to go

THE GAME BOY CONNECTION

Rare must be big fans of Nintendo's pocket wonder because they've intertwined it brilliantly with the Perfect Dark phenomenon. Not only will there be a super spanking version of Perfect Dark designed specifically for the Game Boy Color but there will also be the nifty ability to take pictures of yourself with the Camera and use them in the game.

Minaturised Perfection

Instead of being a simple conversion of the N64 game, the Game Boy game will detail the adventures Joanna Dark experienced in her early missions. You will have to battle illegal cyborg manufacturers and other criminals with an explosive arsenal of weapons.

Just about every piece of new Game Boy Color technology is utilised. It will include Rumble Pak and GB Printer compatibility, infra-red transmission of data between machines (not to mention between GBC and the N64 via the GB64 Pak) and two-player link cable deathmatching.



FULLY LOADED



If you thought the amount of weapons to choose from in Goldeneye was impressive then get ready to make a mess because Rare have revealed that there will be no less than 40 weapons in the finished game. On top of that, all of Goldeneye's original weapons will also be available (I would imagine as a cheat though). Unlike the, often tricky, control method for the weapons in Goldeneye, Perfect Dark uses a control method similar to Turok 2's. You simply have a menu that flashes up with all of the weapons being able to be flicked to instantly. No more having to cycle through fifty weapons one at a time - Hurrah!

There are also a number of smaller changes like the way that instead of simply holding the gun in front of her, Joanna will stylishly hold the gun vertically (near her shoulder) or sideways (John Woo style). Each gun will come complete with a secondary fire mode and perhaps sniper capabilities (of different powers) for every gun.

Here's a few of the better weapons:

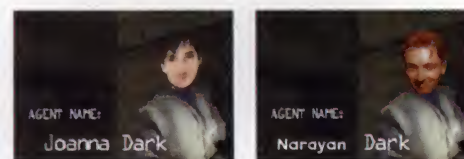
- **Falcon 2:** Your standard gun of the future, the Falcon comes with a red laser sight and a funky futuristic style (much cooler than the old PP7).
- **FarSight XR20:** This gun can see through walls (using infra-red to see enemies' heat), lock on and then shoot through walls (that's what is happening in the orangish screenshots).
- **AR34:** An advanced version of Goldeneye's AR33 Assault Rifle. Rapid firing and accurate.
- **Avenger:** This gun fires searing plasma and is capable of zooming in on targets.
- **Crossbow:** Maybe the designer's actually liked Turok. It takes ages to reload but it's very lethal.
- **Devastator:** Similar to a grenade launcher, this weapon fires orbs (weird spheres) which do a lot of damage.
- **Dragon:** With a firing rate of 10 bullets per second, this is a pretty powerful piece.
- **Slayer:** This rocket launcher packs missiles with jets. It's held over the left shoulder and has to reload after every shot.



▲ The Game Boy version of the game may not be a 3D shooter but it looks like a mighty fine translation anyhow

Step into the game

In a completely original move, Rare have allowed the GB64 Pak (originally intended to transfer information between the Game Boy and N64 versions of Pokemon) to interface with the Game Boy Camera. This means that by simply plugging the GB64 Pak and a Game Boy Camera into your N64 pad, you'll be able to instantly take pictures that can then be used in the game. Once the picture is taken you can add colour to the Game Boy's black and white picture and use it to place on one of the deathmatch characters. The



▲ You can put yourself in the game with the GB Camera

game also has an extensive character profile mode, meaning that there will be lots of other attributes you can customize about your in-game characters. Oh, and you don't even need a Game Boy to make this work. Brilliant stuff!

Banjo-Tooie



Rare serves up a second dose of the dynamic duo

DEVELOPER: RARE

AVAILABLE: MID 2000

CATEGORY: 3D PLATFORMER PLAYERS: 1 - 4

Banjo-Kazooie came out at a good time for 3D platformers and the N64. Most people had finished Mario 64 and were craving more similar action but with improved graphics and gameplay elements. Along comes golden boy, Rare, with Banjo-Kazooie, cementing the N64's position as the console to own for 3D platform fans. Now, in 2000, the N64's 3D platform genre is far too overcrowded and the standard is high, with games like Rayman 2 and Rare's own DK64 making it hard for any other comers to break in. Thankfully, Rare have decided to blow the field away with the news that Banjo-Tooie will definitely make it to a Nintendo near you this year.

So what could Rare come up with that would topple their recent gem, DK64? Well, apparently Banjo-Tooie will include all the cool elements that DK64 has, and then some. We can only surmise that the expansion pak will be utilized, as Rare know that any serious gamers will also have bought DK64 and will now be expansion pak equipped. If this is true then players should expect stunning visuals and textures that will turn heads faster Heather Graham in a g-string. With eight huge worlds in the works and a different mini game in each one, this game will be, to quote Ben Hur 'bigger than me'. Hopefully these mini games will add an enjoyable break from any monotonous platforming. Of course a four-player mode (similar to DK64's) will also be included, hopefully with more game types. Another improvement that has been promised is a better floating camera. I'd say that this game will possess the best camera action ever in a 3D game, as the original BK introduced a camera that had far less problems than Mario 64's camera.

Another bonus is that players will be able to control both Banjo and Kazooie independently, allowing you to separate the characters whenever you wish. An interesting nugget of information is that players will apparently be able to control the rough headed Mumbo at some point, although I can't imagine it being for a particularly long period of time. I'm thankful that the animal-morphing element has returned with an all-new bunch of animals to control. Characters from the original BK will return, as well as new boss enemies that should push the game's engine to the limit.

I suppose one of the most wanted elements in Tooie is the ability to go back to the areas that you couldn't access in BK. There is still no official statement as to how this will be done, but sources have boiled the options down to either a hidden code or a cartridge that can actually piggy back the original BK cart.

- JAMES ELLIS





Daikatana



Is it time for Goldeneye to step aside?

DEVELOPER: KEMCO

AVAILABLE: MARCH

CATEGORY: 1ST PERSON SHOOTER PLAYERS: 1 - 4

With a smug smile on your face, you can slap ugly PlayStation owners about the head with the fact that when it comes to 3D platformers and first person shooters, we rule! Lucky for us, Daikatana, a highly anticipated first person shooter, isn't too far from gracing our, already impressive, lineup. After intense negotiations and with the help of a baseball bat and thumbscrews, we were lucky enough to get our hands on a nearly finished version of this title.

Some may know that John Romero was one of the founders of development house, ID Software. ID, of course, were the company that literally created the first person shooter genre with their archaic, but enjoyable, Wolfenstein 3D. From here, videogaming history was made with the classic shooter, Doom. During this time, John had a falling out with his partners. After spitting the dummy he went on to start his own company, Ion Storm. And this is where Daikatana enters the scene.

Daikatana has been in development for the past three years. From what we've seen, this title boasts an involving storyline, RPG elements and slick graphics. The first thing that impressed us was the fact that the control system is as tight as Uncle Scrooge and as accurate as Goldeneye, allowing you to stop on a dime. Some games of this genre feel awkwardly clumsy while fighting enemies, leaving you with the sensation that you're controlling a brain damaged sloth. If you have played Rare's masterpiece before you'll feel right at home here. The smooth control coupled with the fact that the game appeared to run with an impressive frame rate, makes playing Daikatana a treat.

Thankfully, you can travel between different time periods, which include 21st Century San Francisco, ancient Greece, Viking Norway and futuristic Japan. Because you play through so many time periods, the developers have been able to include a multitude of enemies, 80 in all. There are 25 weapons ranging from machineguns, lasers, swords, rocket launchers and weird-assed futuristic plasma ball firing cannons.

Graphically, we found Daikatana to be something special, especially when the expansion pack was used. There's an abundance of detail in the levels and enemies. Real time lighting effects add greatly to the game. Fire off a few rounds and watch as hallways and objects light up briefly as a laser passes. A swinging lantern will cast shadows across rooms and shotgun blasts will illuminate darkened areas. Brilliant! N64 gamers will be in for a real surprise when they get to play this beauty.

- ARTHUR ADAM

Super Mario Adventure



Can Mario's RPG beat
Pokemon at their own game?

DEVELOPER: NINTENDO

AVAILABLE: TBA

CATEGORY: RPG

PLAYERS: 1

It seems as though gamers can't get enough of Mario, or maybe it's just Nintendo that have this notion. Regardless, there are more games that Mario has appeared in than there are individual Pokemon creatures. Now, Mario is set to storm our system again in an RPG, aptly named Super Mario Adventure.

It would be an understatement to suggest that SMA has strayed somewhat from the standard look of N64 games. For starters, Mario and friends are all paper-thin. Not a 2D platformer type of paper-thin, but literally. You can maneuver Mario about a 3D world, but when he turns or walks towards the foreground he looks as though he's been run over by a semi-trailer hauling circus elephants. When Mario jumps into bed (without Peach or Yoshi), he floats down to the mattress and looks almost like one of sheets. Everything other than Mario and his mob of abnormal friends is fabricated from polygons. The mix of sprites and 3D backgrounds somehow (and strangely) works well. Of course, the worlds have that typical Nintendo charm, with splashes of bright colours and happy faces stamped on most objects. This is not surprising as Super Mario Adventure is aimed squarely at children.

Just like Super Mario 64, this adventure is huge! Sections of this new world include the back of a whale, jungles, underwater, beaches, a haunted house and Bowser's castle.

So what makes this an RPG? Simply put, the battles and frays Mario gets himself into are turn-based, allowing for the assistance of menu selections (just like Pokemon). Mario can choose from an assortment of attacks, from fireballs to butt stomps and many others. Digressing slightly from the ever so boring turn-based rubbish... er, attack system, Nintendo has changed the rules slightly. For instance, if you want to slog someone in the guts with a hammer, you have to move the analogue stick left and then right in time after selecting the attack. Beware though, because you just can't wander about killing anything that moves like in Super Mario 64. You're going to have to befriend some characters, which enable you to get to new areas. Other than friends, you can buy items at stores, or simply steal them after beating the living snot out of an enemy. Super Mario Adventure is looking mighty fine. It may be Final Fantasy in diapers, but there is fun here for gamers of all ages.

- ARTHUR ADAM



Duck Dodgers

▶ **Adventures in the 23rd and a half century**

DEVELOPER: INFOGRAMES

AVAILABLE: JUNE

CATEGORY: 3D PLATFORM

PLAYERS: 1

Looney Tunes characters have been around since way before you or I were born and will probably be around long after we're all dead. Civilisations will rise and fall but Bugs Bunny will continue to entertain children with his "What's up, Doc?" phrase. The fact that no new five minute cartoons have been produced for almost forty years means little in this world of interactive consumerism.

Videogames are the latest area of conquest and the N64 is about to cop a load. Daffy Duck is to Bugs what Donald Duck is to Mickey. I don't know exactly why ducks are always second best, with short tempers and bad attitudes but that seems to be the way it is in the cartoon world. It could be worse. They could be numbats, who are yet to appear in any videogame. Daffy appears in his science fiction parody persona of Duck Dodgers. This was, apparently, a way cool show or movie back in the TBST (Time Before Star Trek).

You take the title role of Duck Dodgers and need to (surprise, surprise) save the universe from an evil alien. This alien is, of course, the spiffy Marvin the Martian. If you are unfamiliar with any of the cartoons featuring Marvin and Duck, Marvin spends most of every episode annoying Duck and... well that's about the plot for all of the episodes. The little ET's plan for frustrating the Duck, in this game, involves blowing up the universe. I can see how that could be slightly irritating. Luckily Duck has a wide variety of ACME products at his disposal to aid in his universe-saving adventures, as well as the advice of his stuttering sidekick, Porky Pig. The Porkster drops by to calm the situation down when Duck starts to get over excited and provides helpful, usually obvious, advice to the B-Grade buffoon of an intergalactic hero.

The N64 is already the king of 3D platforming so the competition is tough, particularly with the recent additions of Donkey Kong and Rayman. Apart from bringing an already famous name to the console, what does Duck Dodgers have to offer? Over thirty levels, taking place on five different planets is a start. While there are no innovations in the vein of Ubi Soft's Rocket, Duck Dodgers pays homage to the best. Mario, Banjo and Donkey Kong won't be shaking with fear at the competition but at least they will not have their genre's name being slurred by Gex-like gameplay.

- TROY GORMAN



Top Gear Hyper-bike

▶ It's time to get down and dirty

DEVELOPER: KEMCO AVAILABLE: MARCH
CATEGORY: DIRTBIKE RACING PLAYERS: 1 - 4

Not too long ago, the N64 crew conducted a stealth mission into Playcorp's offices where Hyper-bike was being held behind a glass casing, guarded by Doberman Pinchers. Other than the fact that Troy was shot dead by a female security officer, and Narayan managed to ruin another pair of pants, everything went to plan and we were able to get back to the safety of our couch.

From the people who brought us Top Gear Rally and Top Gear Overdrive, comes a new racing orientated title, Top Gear Hyper-Bike. As you would expect from the title, you take charge of some supercharged motorcycles. Cleverly, the game's engine has been designed to allow for the physics of both dirt bikes and road bikes. If you feel like rocketing along roads so quickly that your love spuds end up in the back of your throat, you can choose to ride one of the Japanese super-bikes. On the other hand, if you feel like getting a little dirty, and have not yet reached the age of consent, there are always the high jumps and tricks you can pull off on a dirt bike.

You begin by choosing a mode of play. These range from single race, practice, multiplayer and championship. After choosing a machine you can pick a rider. The riders don't appear to make much difference whilst on the track but are there purely for looks. From what we saw, the racing was quite quick, but at times suffered from minor slowdown.

When racing on tarmac, you can pull off some spiffy looking power-slides around corners. To make things more interesting, there are power-ups scattered about the tracks, including turbo boosts and other nifty devices that leave your opponents gagging in your exhaust fumes. The dirt bike mode is also impressive. Your character will leap at inane heights and power-slides are also easy to perform.

Each track has a theme, as most racers do these days. There are Egyptian, Island and City tracks to spice up the action. Unfortunately, the tracks are rather basic and lack any impressive detail. The motorbikes are assembled with a high level of detail. Impressive animation ensures the bike riders lean left and right with their own physics and accidents will have the rider bouncing about the road like a rag doll. It looks like Top Gear Hyper-Bike is shaping up to be a solid racing affair that will give the other motorcycle games a run for their money.

- ARTHUR ADAM





Blues Brothers 2000

▶ **We're on a mission from God**

DEVELOPER: **TITUS**

AVAILABLE: **APRIL**

CATEGORY: **3D PLATFORM**

PLAYERS: **1 - 2**

Those two ex-criminals, the Blues Brothers, originally played by John Belushi and Dan Aykroyd, have opted to leave the silver screen for a while and hop into another adventure, but this time on the N64. Even though Blues Brothers 2000 didn't fair too well at the box office, from the play test we received, this title is looking like a very playable and fun game.

You step into the boots of Elwood just after you've been released from gaol. Just like the original movie, you have to try and regroup the Blues Brothers Band by running around collecting enough money. To get your hands on cash, you're going to have to nut out a few tricky puzzles (which, of course, are all musically inclined). Elwood will have to dance and play instruments like a wizard. Back Street Boys eat your heart out. There are 25 levels in all to explore. The game isn't linear at all, although certain objectives do have to be met to proceed further in the adventure. Just like in Turok 2, you must return to previous levels to get your hands on new items. This, of course, will assist in the longevity of the game.

The camera angles at this stage seemed a little sticky, although you could move the camera about manually. We're led to believe this will be rectified when the game is complete. As in most titles, there are enemies throughout who'll try and put you six feet under. Other than mobster-like baddies to defeat, there are giant spiders and weird creatures intent on making a meal of you. On top of this, most levels also have large bosses to fight. In order to defend yourself you can shoot, punch, pull off a Mario-like butt stomp and throw your hat in an Odd Job kind of way.

The whole look of the game is cartoon-esque rather than realistic, which suits the overall exaggerated mechanics of the game. Graphically, Blues Brothers 2000 looks quite cute. Not Pokemon cute, but cute anyhow. Enemies and Elwood are all endowed with fluid animations and, as you would expect, your character is dressed in black, donning sunglasses, a thin tie and classy hat.

Occasionally you'll hear cool Blues Brother's lines like, "We're on a mission from God..." Other than one liners, the N64 version holds some snippets of music from the movies. So expect to hear, "Dananana nana nana." Well, you know the one.

Thus far, Blues Brothers 2000 is looking sweet. There's even a multiplayer mode where you compete with your friends in a music/dance off. We reckon this title will be one of the better 3D platformers available on the N64.

- **ARTHUR ADAM**



You may think that playing videogames for a living would be one of the best jobs in the world but there are problems in paradise. The N64 Gamer crew discuss some of the things that plague the life of a games reviewer.

Narayan "Why are there so many games?" **Pattison** – EDITOR

A lot of you are going to want to give me good slapping after reading this but one of the worst things about my job is the sheer number of games I'm forced to play. I remember the good old days when I used to buy a new game every two weeks and, without fail, each game would be completed before I bought the next one. These days I see so many games each week that I rarely get the time to finish more than a few games a year. Naturally, it'll be different for Perfect Dark.
Fave Games: Perfect Dark!

Troy "Too busy" **Gorman** – DEPUTY EDITOR

Playing videogames all day is great but due to the long hours we are forced to work I don't have the time to do everything I'd like. Other hobbies such as bungee jumping, sky diving, bull riding and darts have all been put on the back burner while I pursue my dream of being the world's first professional videogames player to win gold at the Olympics.
Fave Games: Perfect Dark!

Arthur "James bites" **Adam** – CONTRIBUTING EDITOR

Deep in the African jungle, a lonely hermaphrodite native saw the carcass of a rotting cow. Nine months later, James was born. This inbred creature was so hideous that the gods themselves shuddered. Due to his feeble-mindedness, foul stench and poor social skills, James qualified with flying colours as a writer for N64 Gamer. As you can see, I administered a choke slam on James after I caught him taking a dump under my desk. Bunch of savages in this place.
Fave Games: Perfect Dark!

James "Arthur sux" **Ellis** – WRITER

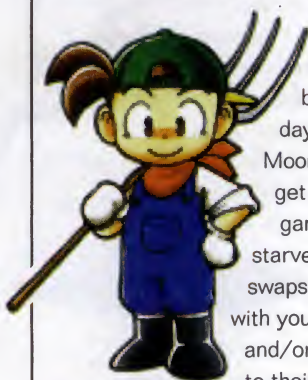
Why, oh why, Mr. and Mrs. Adam? Did they know what they were releasing on humanity when they made it? Surely, not. So, what is so bad about Arthur? Firstly, the smell! I don't know what it eats but you know when it's around, due to the thick fog of flatulent gases. And, the women. Either they need to shave more than he does or they're inflatable. Sheesh!
Fave Games: Perfect Dark!

The Reviews

▶ Your ultimate source of unbiased reviews on all upcoming N64 games!

Hot Game: Harvest Moon 64

Better than the real thing



Worms Armageddon isn't the only off-the-wall game to take us by surprise recently. Harvest Moon, the little farming sim, looks crap, to put it bluntly. The idea of taking control of a farmboy and watering plants every day sounds as interesting as watching the grass grow. However, Harvest Moon has that addictive little quality called, um... addictiveness. Once you get past the initial boredom of digging up the field you will be hooked. This game is even better than farming, for real, because if you fail you don't starve to death. There are even rumours that a current affairs presenter swaps his tie for an Akubra hat and flies out to do an interview with you, giving you the opportunity to whine about the drought and/or flood. Whether TV viewers are asked to lend a hand to their outback cousins, via a telethon is still unknown.

- Troy Gorman



36

▶ Vigilante 8: Second Offence

It's time to get into some Mad Maxing action



40

▶ Disney's Tarzan

Yoshi gets some 2D platforming competition



42

▶ Michael Owen's World League Soccer 2000

The first soccer game of the year is in



44

▶ Harvest Moon 64

A farming game that is as bizarre as our humour



48

▶ Brunswick Circuit Pro Bowling

All the excitement of 10 pin bowling has been captured



The review scores explained

100%

The perfect game. This game has to have that magical combination of graphics, sound and gameplay that makes the perfect game.

90%/99%

An excellent game - well worth purchasing.

80%/89%

A good game - with only minor faults.

70%/79%

An average game - worth having a look at for fans.

60%/69%

A poor game - only for the die-hards.

50%/59%

This game sucks - run away - quickly!

40%/49%

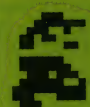
and below

This game is an absolute dog. Never play this game ever. Don't even look at the box, as it may cause blindness.



LASTABILITY

This score gives you an indication of how long the game will last before you get bored of it.



GRAPHICS

A good score here means you can expect some amazing visuals.



SOUND

A game's music and sound effects can really enhance the experience.



GAMEPLAY

This score indicates if it's fun to play, then what's the point?

Vigilante8: Second Offence

Troy Gorman takes the law into his own hands

Back in the Seventies people did some very weird things such as wearing flares, growing side burns and listening to disco music. According to the plot of the Vigilante games some people were also strapping machine guns and rocket launchers to their cars and shooting each other. Whether these games are recreations of actual events or simply a fairly competent attempt at including a detailed plot in an action game, I'll leave it up to you to decide. This game is about the second installment of the battle, for control of the America's oil fields, between the evil, multinational corporation whose aim is to monopolize the world's oil industry, OMAR, and the bunch of red, white and blue flag flying redneck yokel hicks who call themselves the Vigilantes. The Vigilantes don't want no foreigners over running this here great country of ours (well, theirs) so they run about the more deserted regions of America's south and mid-west areas participating in all manner of vehicular related combat.

Re-Retro

The original Vigilante game was set in 1975. This allowed for 'funky' disco-inspired music to fill up the soundtrack. You should remember this, kids, next time you feel the urge to whip out your par-



Igniting the methane in Porta Loos is a sneaky tactic

ents' old records and listen to them. It's okay to laugh but don't get sucked in to the "retro 70's is actually kinda cool" philosophy. The Coyotes (the militant arm of OMAR) had battled it out with the Vigilantes but were beaten by the superior American know how. Vigilante 8: Second Offence is set two years later but to really know what is going on we need to jump forward in time to 2017 when OMAR have managed to take over all of the world's oil supply needs, except for the USA. Former Vigilante, Slick Clyde, has worked his way up through the ranks to be re-named "Lord Clyde" and be the Supremo-In-Charge of OMAR. The US's fossil fuel independence has

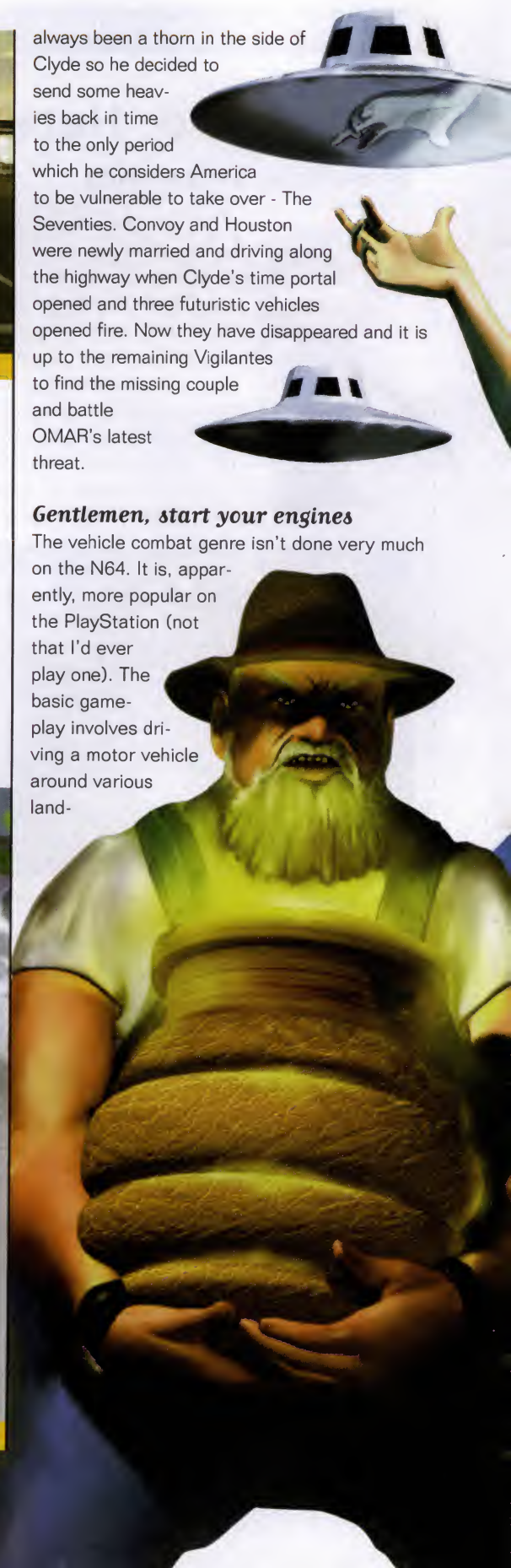
always been a thorn in the side of Clyde so he decided to send some heavies back in time to the only period which he considers America to be vulnerable to take over - The Seventies. Convoy and Houston were newly married and driving along the highway when Clyde's time portal opened and three futuristic vehicles opened fire. Now they have disappeared and it is up to the remaining Vigilantes to find the missing couple and battle OMAR's latest threat.

Gentlemen, start your engines

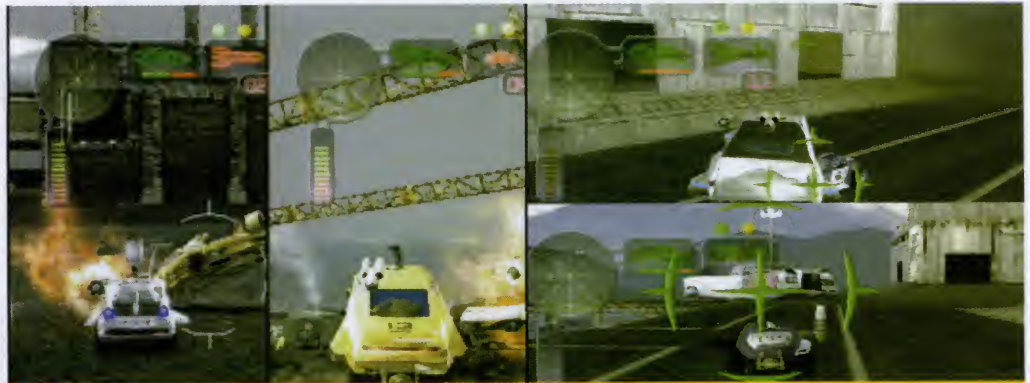
The vehicle combat genre isn't done very much on the N64. It is, apparently, more popular on the PlayStation (not that I'd ever play one). The basic game-play involves driving a motor vehicle around various land-



You can use fairy dust as a secret weapon but unless you want to get slapped by your friends, it's not recommended



scapes, blowing up other vehicles while avoiding danger yourself. The style of game is similar to the first person shooter (it can actually be played from a first person perspective) but plays differently as the levels are more open and cars can't strafe. Realism is left at the door and there are no complaints about that. How realistic would you want a game to be that is about time travelling oil company executives fighting in cars, which fire bombs? The feel of the cars is easy to get into but as you can drive a prime mover up a steep embankment, with no problem,



Shooting another car is not cool...

...unless the scumbag has tried to cut you off



Stay on target... stay on target



After watching this Troy converted his car into a hover car using two vacuum cleaners and a tube of toothpaste

STRIKE A POSE

One of the best things about V8 is that the characters are incredibly original. From disco dancing psychopaths to old men who are obsessed with honey, videogame characters don't get any weirder than these guys.



Boogie -

This guy has a very short temper and has been known to stomp people to death with his 4 inch thick platform shoes if they make fun of his flares. You don't even want to see his 'flaming ball of death' move.



Houston -

Another refugee from the disco dancing era, Houston comes with some serious firepower. Not only does she have a rocket launcher strapped to her back but she has 17 other lethal weapons all hiding in her hairdo.



Chassey -

This girl is an airline stewardess who was pushed too far. Some guy asked her for a second packet of peanuts and she snapped, she's been on a murderous rampage ever since. Remember that next time you ask for nuts.



Convoy -

This guy may not look like much but he's one of the most lethal fighters in the game. Not only can he trap his enemy's fist in his powerful gut and crush their hand like a paper cup but he's also got a very messy trick involving disappearing sticks of dynamite.



How do you spell 'Back to the Future rip-off'?

there is a bit of leeway when it come to the game physics, otherwise all it would take to end the game would be single bullet in the driver's head.

Quest me here

There are three different game modes to choose from; Quest, Arcade and Survival. The Quest mode is the standard game that takes you through the storyline. Depending on which character you select, you will play eight levels with varying objectives. What each character is supposed to do, to fully complete a level, depends on which team they play for. The Vigilantes are more likely to be defending property and the Coyotes will be destroying the same things. Defeating all opposing vehicles is required in every area. Not all mission objectives need to be met to progress to the next but you will need to go back to incomplete missions to fully finish, and unlock the hidden characters. Collecting bombs or briefcases, containing sensitive documents are objectives that help break up the feel of absolute destruction. With around fifteen characters to drive through eight missions each this isn't a game that will be knocked over in a single weekend. Whether you actually want to play through the same game fifteen times is a question that only you can answer. Each of the ensemble cast have their own part to play and story to unfold in between levels.



It's almost time to reload his missile of love



You know why they didn't use a VW in Back to the Future?



Because they look crap!

Arcade mode is simply a single player death match. You select whichever level and baddies you wish to take on and kill, kill, kill! There are no mission objectives to limit your destructive ass-kickingness. Survival mode is the same as Arcade mode but the enemies are never ending. Once all opponents are killed they will be replaced by another wave right up until your ultimate demise, at which time statistics will be displayed to show whether you are a champion or a sad loser.

Friend or foe?

V8 was one of the first games available on the N64 to feature a co-operative mode. Thankfully there have been more released, in the last year, such as Armored, 40 Winks and Xena, which also allow you to team up with your friends against the CPU. It's possible to play through the Quest mode or team up in a deathmatch game against those nasty baddies. If three or four of you wish to play at once there is also the standard all-in deathmatch, a la Goldeneye and BattleTanx. While deathmatching can be fun, obviously, V82 fails to be as exciting as the first person games are or even BattleTanx. Most of the game is spent circling around your human opponents, especially with only two players. It's impossible to sneak up on anyone or even play an advantage after killing someone. As BattleTanx takes place in cities, with buildings and streets, it is possible to hide and run as well as just circle and fire.

Back to the Future

Due to the melding of futuristic weaponry and utilities it is now possible to go where 1970's cars never could before. There are three different power-ups, which will convert your vehicle to maximise its potential on differing surfaces. Sliding on snow levels can be a problem but with the snowmobile power-up your car can be instantly transformed, with ski on the front and tank tracks on the rear. Shallow water is easy enough to drive through but deeper areas provide a one way ticket to sinks-ville. To avoid this collect the hydro floaters. These babies will have you gliding across water like a skimming stone. Once you return to land the hydro gear will disappear, with your wheels returning. The most futuristic, of all car conversions, are the hoverpods. These turn your all-terrain vehicle into a hovercar, just like the ones that 1960's sci-fi shows thought we would all be driving by now. Hovercars are handy for traversing even the steepest hills and wettest lakes without breaking a sweat.

Play it again

While Vigilante 8: Second Offence is a fun game, particularly as a two-player co-op match, it is also a sequel. This is where the problems lie. Both games are so similar that it becomes pointless. Apart from a few minor cosmetic changes V82 could simply be more levels of the original game. If you own the first game just go and play it again to see what the sequel is like. The V8 games are well worth playing, you just don't need both of them.

SECOND OPINION

I think Troy's been a little overly harsh on this game. Sure, it's not a worthwhile purchase if you already own the prequel but for anyone else, car combat does not get any better than this. It has loads of missions to let you go crazy with hard-core firepower and there's even a two player co-operative mode.

- Narayan



ALTERNATIVE ACTION

BATTLETANX

If it's more of the same you're after it doesn't get any more similar than Vigilante 8 Part 1.

BattleTanx also provides some great vehicle combat, which may be even more fun with four players.



THUMBS UP

- Multiplayer deathmatching is always welcome on the N64
- Two player co-op games add that extra longevity after you tire of killing each other.

THUMBS DOWN

- This game is practically a carbon copy of the original.



PUBLISHER: ACTIVISION

DEVELOPER: ACTIVISION

GENRE: VEHICLE COMBAT

RELEASE: MARCH

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

AND PASSWORD

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

82%

Disney's Tarzan

Being a bit of a swinger himself, Arthur Adam tried his luck with Tarzan

It's quite possible that spending most of your time with animals and wearing nothing but a tea towel around your waist will get you arrested. Lucky for us this is just a game because swinging from tree branches and having a flea-bitten monkey for a best friend is pretty groovy. Although not a superhero, Tarzan, Lord of the Apes, is definitely a hero to his furry friends. His physical prowess and ability to communicate with animals, not dissimilar to the way Dr. Doolittle does, makes him one tough mother-fudger and the rightful guardian of the jungle.

Ahhhhhaaaahhhhaaaahhhhaaaaa! Walt Disney have recently reinvented the aging monkey-boy and brought back his magic in their animated movie. The result is a much cooler,



Tarzan takes a firm grip on his woody



Tarzan has always loved trees



Tarzan tries a variation of Leapfrog

tree surfing dude-like Tarzan. Of course, whenever a Walt Disney cartoon hits the silver screen, you can count on tons of merchandise (most of which is utter tosh), including clothes, lunch boxes, action figures and videogames to swamp shopping centers around the world. And this is where the N64 version of Disney's Tarzan swings into the picture.

It's refreshing to see that a developer has taken a step back from the abundance of 3D platforming games on consoles (especially the N64) and used the old-school style of 2D action. However, Disney's Tarzan does mix in elements of 3D graphics throughout the game. For instance, the trees Tarzan runs past will rotate as you move because they're made from 3D models.

At the same time, birds and animals will also move back and forth adding a sense of depth within the game. In spite of this, the 2D platforming action is the main foundation of this title.

Essentially, you control Tarzan and move him along a set path, dodging bad-tempered jungle animals, dangerous pitfalls and collecting tokens. Of course, Tarzan has enough tricks up his skimpy butt cloth to help him along through this adventure. He can swing on vines, run, jump, bounce off wild beasts, swim, slash about with his stone knife and throw bright glowing balls of, erm, stuff at enemies. I'm going to have to sook a little about the attack methods Tarzan has, because to be frank, they're terrible. Throwing fruit takes way too long and by the time you manage to release one, you'll probably have been bitten on the ass a number of times. The knife is also nonsense as it's as lethal as an uncooked sausage. A nice touch though is that as you progress through the levels, Tarzan will grow from a young child to an adult. The best bit of the game is definitely the tree surfing. This is where you slide along immense tree branches, evading other branches, tree animals and collecting coins. A problem does arise here, however. Because you're tree surfing at a quick rate, it's difficult, at times, to see what is coming up ahead of you.



Tarzan has led a sheltered life



Talking to animals is the only good conversation he gets



Dodge the dropping missiles from the birds

Too regularly, coins will whiz past not leaving you with enough time to collect them. You'll also often end up slamming into enemies, again without any time to react. Dismal really.

Me Tarzan, you butt-monkey...

Despite the fact that the element of exploration is lost when using a 2D platforming base, Tarzan manages to squeeze in some elements of investigation. For example, there may be two levels to run upon and one may have a hollow log filled with tokens, while the other leads to a tree that can be climbed. Not brain taxing stuff, but it's there. Luckily exploration isn't the heart of this game; it's more of a quick-reflex and dodging-dangerous-situations type of game. At times, levels change from the standard platforming affairs, helping to break up the gameplay a little. Other than tree surfing, you may have to float Tarzan along a river, swerving in and out of danger whilst collecting tokens. Others see you running along with the camera fixed behind you in a



"But I want some milk"

fast paced Crash Bandicoot-like mini-game.

The graphics in Tarzan are quite groovy, in a Walt Disney type of way. The jungles and animals all look like the animated cartoon. The backgrounds and fauna are brightly painted with all shades of greens and bright yellows, reds and oranges for flowers and fruits. There's always plenty of action on screen, with colourful birds and all types of jungle beasts doing what they do best, which is bumming about uselessly and flea picking.

Disney's Tarzan is a fine game. There's plenty to do and the visuals are quite special. However, without being able to put my finger on it, Disney's Tarzan is somewhat lacking. Technically there's nothing terribly wrong with this title, but it doesn't seem to stand out against the classic 2D platformers of yesterday. Give me Super Mario 3 or Super Ghouls 'N' Ghosts any day.

SECOND OPINION

Playing Tarzan for a couple of hours was an enjoyable experience. The good thing about 2D platformers is that you can get a real zone happening as you speed along bouncing from platform to platform, avoiding the enemies. However, while Tarzan does have all the necessary ingredients for a good 2D platformer, it has failed to add anything even remotely new and, therefore, is really nothing more than a glorified Super Nintendo game. - Narayan

ALTERNATIVE ACTION

YOSHI'S STORY

Other than Yoshi's Story, Trouble Makers is the only other 2D platformer available on the N64. If you can get over the weird Japanese kind of visuals, this game will keep you occupied for some time as there are enough puzzles, bosses and weapons to make this a fun title to own.



THUMBS UP

- It looks almost as good as the animated movie of the same name
- The 2D style will appeal to retro fans

THUMBS DOWN

- The weapons suck ass and tree surfing can get annoying due to the short viewing distance.

PUBLISHER: **ACTIVISION**

DEVELOPER: **ACTIVISION**

GENRE: **2D PLATFORMER**

RELEASE: **MARCH**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

71%

Michael Owen's WorldLeagueSoccer2000

James lays the smackdown on Michael Owen and steals his soccer boots

FIFA and ISS have long been the recognizable force in soccer games since the N64's conception. Now THQ have run onto the field, using English prodigy Michael Owen as their flag of authenticity. So does it measure up. The fact of the matter is no. But considering soccer games are up there with baseball games as my personal favourite sports videogames, I still managed to squeeze some gameplay out of this cart. The fact is that most people have a fave sport they like to follow. Arthur is no exception and, in fact, he plays it almost all day. It's actually one of the reasons that he takes so long to write his reviews. You see he needs the use of one of his limbs to play this mystery sport. When we ask if we can join in and find out what it's all about, he politely declines, declaring "pocket soccer is a one player game".

Getting started

Thankfully Michael Owen WLS2000 comes packed with oodles of options to appease soccer fans, including the mandatory four



player mode. Gamers can play through various arcade leagues, full-length seasons and even custom leagues. Players can choose from club teams as well as international teams, and the real players are all there, so scoring a goal in the dying minutes of a match with international star, Ronaldo, is possible. The only criticism I have here is that the interface screens aren't as easy to sort through as they could've been, due to some cramped presentation.



Pretty pictures

Graphically MOWLS2000 is as sharp as Narayan's wit (well, that is, if someone was kind enough to add a couple of extra digits onto his IQ). The game runs in hi-res and puts even the FIFA games' resolution to shame. The stadiums look simply smashing, with no signs of blurry edges or grainy textures. Even the faces of the players boast a noticeable jump in quality. Another good point is the crowd, which is simply drawn but contains an effective animation that is superior to just a blurred texture. Unfortunately the animation isn't as fluid as the FIFA games, sometimes being painfully stilted. Often you may see one of the goalies actually move along the ground without moving his legs at all. The other players often bear a striking resemblance to Robocop (half man - half toaster).

Whoosh

The game starts to take a nasty dive when we get around to the sound effects. The effect for the players kicking the ball sounds like it's been recorded by some guy holding a microphone to his mouth, making whooshing noises. The crowd's cheering often breaks out in some sort of freakish unity as though the sound guys have just played with the volume knob, turning it quickly from loud to soft. The quality isn't that good either, suggesting that it was recorded from across the studio with a cassette recorder. The commentary is okay, although, definitely not the best commentary I've heard. In fact, it sort of just faded out from my conscience - they could've been telling me anything... "send money to N64 gamer, send money to N64 gamer".





A severe case of 'blue balls'

He's lost it

If you thought the audio sounded disappointing, wait until you get into the gameplay. FIFA is way ahead in this aspect, as the gameplay in MOWLS2000 has more holes in it than Arthur's story about why he really woke up next to his vacuum cleaner. Just play the game for a few minutes and you'll start to see what I mean. The game moves at a much slower pace than other soccer titles, and this is magnified due to your team mates' horrendous AI. They simply don't seem to be alive on the field, not reacting to the movement of the ball effectively. You'll have to constantly control the players to get them into a decent defending position, as they can't do it on their own. It gets worse though, as the controls seem sluggish and unresponsive, especially when attempting a tackle. Often I'd be running towards an opposing player and would hit the tackle button and not tackle until I was well past the guy. Speaking of tackling, there only seemed to be one tackle type, unlike FIFA which has both a passive jockey and a slide tackle. On top of this, the penalty regulations seemed to be non-existent. A blatant tackle from behind usually caused no stir from the ref's whistle, unless you're beating the computer, then every tackle seemed open to result in a free kick, or worse still, a penalty. The whole interface for the game also seemed a bit too simple. Sure you could pull off one-two's but that seemed to be about it. Another particularly annoying element is the clumsy character changing on field. The computer constantly selected players that

had just been passed by the ball carrier, this forced a lot of annoying chasing.

MOWLS2000 seems to be a soccer game with an unevenly distributed budget. Sure, the hi-res graphics look funky, but the gameplay and sounds let the game down big time. If the box's claim that Michael Owen oversaw all of the game's development is true, then he better be thankful that he can play the real game well.



"Screw you guys... I'm a going home."

SECOND OPINION

James may have been a little harsh. All his criticisms are true but there is still quite a lot of decent soccer action on offer. It's definitely more of an arcade game of soccer than a serious simulation, but for die-hard fans who already own the latest ISS and FIFA games, it's worth checking out.

- Narayan

ALTERNATIVE ACTION

FIFA '99

Really there is no explanation needed here. FIFA '99 is the absolute go for soccer fans. It has a wealth of options and currently holds the crown for the best gameplay. I'd tell you to go and buy it, but no doubt true soccer fans will already have a FIFA game in their library.



THUMBS UP

- Great high resolution visuals.
- Authentic teams and players.
- A good amount of options.

THUMBS DOWN

- The gameplay is riddled with problems.
- The sound could have been recorded more professionally by your sister.
- When compared to FIFA, it's just plain shoddy.



PUBLISHER: GT INTERACTIVE
DEVELOPER: SILICON DREAMS

GENRE: SOCCER

RELEASE: NOW

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

60%

HarvestMoon64

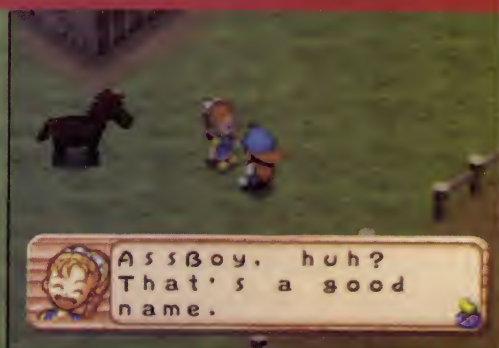
Arthur Adam couldn't wait to get into some animal lovin'



Sunny rides his horse... hard!

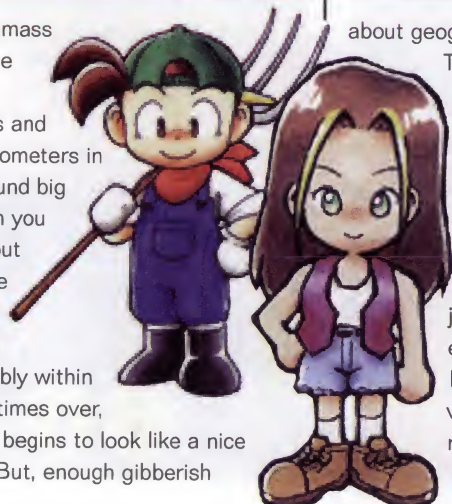


Sunny hammers his cow... hard!



My friends call me Assboy but you can call me Daddy

Japan's landmass covers some 378,000 square kilometers and is about 2,500 kilometers in length. It may sound big enough, but when you consider that about 150 million people live on a clump of dirt that would fit quite comfortably within Australia twenty times over, a can of sardines begins to look like a nice place to unwind. But, enough gibberish



about geography, you can learn that at school. The point is that Japan's environment effects the style of many videogames that are shipped to our shores. Tamagotchi, for instance, found its popularity on account of many Japanese being unable to own pets in their small apartments. Likewise, owning a farm in Japan is just about impossible, and so it is every boy's dream to have one. Hopefully, this makes sense of a videogame being created about the running of a farm, where guns and swords are replaced by hoes and

chicken feed. Welcome to Harvest Moon, a game that found a huge following back in the days of the Super Nintendo Entertainment System.

Gold digging sprites

Before starting the game you can enter a tutorial. It explains the using of tools, crop growing and cultivation. From here, you name your character, your dog, and your ranch. You can even enter the season of your birthday. The game begins with you attending your grandfather's funeral. Fortunately for you, the old codger's left his farm in your name. It appears that his farming skills were total bollocks, seeing that



Sunny: "You call this a knife?" Salesman: "No, I call it an axe"

the farm is in ruins and the land is in a shimsam (A What? Arthur, I'm worried about you, man - Ed.). The premise of this title is about making money and living a life of opulence, womanizing and generally hanging out at the bar getting drunk (I kid you not). My first mistake was to visit the bar and blow my money on beer. It left my character red-faced and swirly-eyed. After receiving a swift, sharp slap in the face from a young girl, I stumbled home (just like in real life). Needless to say, I had to restart the game and budget my money more wisely.

There are many ways to make money, however, they're not quite as simple as you would assume. With a variety of tools at hand you have to clear the land of weeds, boulders and tree stumps. For worthy crop soil, a hoe is needed to toil the dirt. I'm guessing that you're thinking, 'booooooooooring!' at this point in time. You'll have to trust me because, in a peculiar way, this game is damn addictive and highly satisfying. A variety of seeds can be purchased



Sunny has to fight the pussy off with an axe

which all have their own specific pros and cons. Mind you, the crops need to be watered each day and some may be more successful during certain seasons. After harvesting, you place your produce in a pick-up box (it's not something you take out to nightclubs - I checked). Varying amounts of cash are left behind depending on how good your crop is.

It took me five hours just to make enough money to visit the animal store and buy a chick-



Arthur is such a... tool

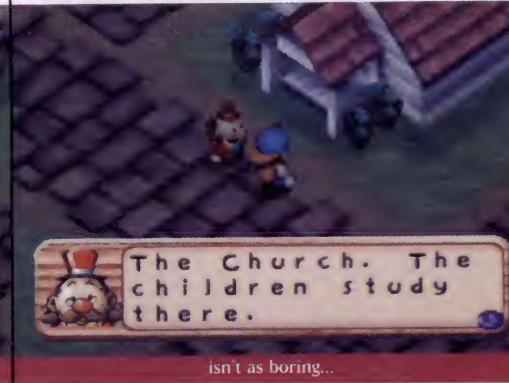
en. Of course, during this time I was flirting with the babe in the flower store, visiting the pub, exploring a mysterious cave, attending church, horse racing and enjoying festivals and much, much more (and I do mean much, much more). At times the interaction and events throughout Harvest Moon will remind you of a soap opera, as the evolving stories within the town draw you deeper into the gameplay experience. If you play your cards right you can even end up marrying one of the foxy locals, and if you manage to make enough money, then you can build a mansion where impressing a girl is much easier (gold-diggers in videogames - what's next?). Balancing your time for events and socializing is crucial. You'll need to spend time on the farm but you'll need to visit people, explore and swoon a wife. Time is of the essence as days darken for night and your character will need to sleep for the next day's adventures.

Say 'no' to animal cruelty

With any good RPG, weapons or characters become stronger over time. Thankfully, the farming tools you use do become capable of heftier tasks as you gain experience. There are many other little touches that add to the realism of the game. You can flick through television channels, check the mail box, get tired due to working too hard and even watch your dog as he urinates all over your crops. When he does this, I found that whacking him over the head with a mallet usually solved the problem (Note: the N64 Gamer crew deplores any vio-



This game...



isn't as boring...



as it looks

MAKING MONEY

There are many ways to make money in Harvest Moon 64. Check out some of these cool methods:



FISHING

This is tricky as you can spend a whole day trying to catch one fish. However, there is no outlay and the fish can be placed in the 'pick up' box for some cash. Speak to some locals to find the fishing line.

HARVESTING

Growing vegetables is your first main way to make some real money and get yourself off the ground. You can start with potatoes, turnips or cabbages. Some will grow slower but are worth more, whilst others grow quickly but have a low selling value.

CHICKENS



Chickens are the cheapest of all the livestock. You can sell the chickens themselves or sell the eggs that they lay. If the eggs are left alone and the chickens are cared for, the eggs will hatch. Write in for the 'chicken lover' code.

SHEEP

New Zealanders will feel at home here. You can sell the sheep as they breed and grow their wool for profit. Of course, the better you treat the sheep, the better the wool quality. So, make sure you buy them chocolates before any big dates.

COWS

Cows can be milked for profit but you'll have to grow a lot of grass, as they eat quite a bit. Milking cows is easy and fast but doesn't make you as much money as say sheep's wool.



lence towards animals, especially the defiling of chickens - yes, we're pointing the fingers at you, Ellis).

Once your farm is kicking ass and you have a heap of cows, sheep, chickens and horses, you'll have to make sure that they are happy and content. If you don't, they won't supply you with enough wool, milk or eggs. Make sure they are properly fed, placed in barns when it rains and that you compliment them once in a while. The cool part is that they'll even breed so that you can sell them off.

Be warned though, while you're busy making your cash, you may miss out on particular incidents or events. For example, if you're not in the right place at the right time you won't be given a fishing rod or a horse. This may sound trivial, but consider that when the horse matures you can ride it and even enter a horse race. If you win the race, you'll be viewed as a bit of a 'stud muffin' by the women of the town.

It looks worse than Jame Ellis' head

Graphically, Harvest Moon hasn't advanced too far from its predecessor on the SNES. The visuals are very simplistic, but at the same time they're terribly cute and practical. The look and feel of the game has a unique charm and you'll notice this when you wonder about admiring the buildings, plant life, animals and characters. The game is viewed from an isometric perspective that sometimes makes jobs a little more difficult. From this angle you may water a crop and miss because you're not standing in the right place. The animations could have been more detailed, seeing that the graphics are quite basic, so they don't have too much else to worry about. The N64 is capable of so much more. However, Harvest Moon's strength lies in the gameplay, and thankfully, it excels in this area.

Harvest Moon allows you to make all the decisions. You can work hard and live the life of a stuck-up yuppie, or you can do nothing and live in a shack like a hippie. The developers of Harvest Moon have proven that a



"Who are you calling knob head?"



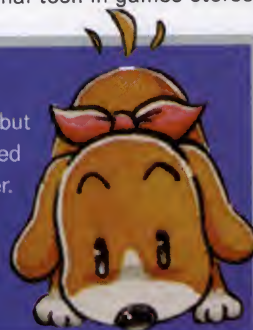
The 'Chicken Lover' strikes again...

game about farming can be enjoyable and addictive (And without any violence or blood in sight - it's amazing!). Harvest Moon can be

played by gamers of all ages and is recommended for those who are tiring of the constant piles of unoriginal tosh in games stores.

SECOND OPINION

I can't say that I was quite as enthralled as Arthur was with this game but I can definitely see it has a lot of appeal. The sort of people who loved Blastcorps' originality will be overjoyed with the farming hi-jinks on offer. It won't be the sort of game that will impress your mates when they come around but those gamers after something completely different should grab a shovel. - Narayan



ALTERNATIVE ACTION

ZELDA 64

Whilst Zelda 64 isn't strictly a farming simulation, it does let you cut grass with your sword and go fishing, so it's about as close as you're going to get without moving onto a real farm.



THUMBS UP

- Original, original, original
- Beer drinking and girl wooing fun
- Very addictive gameplay



THUMBS DOWN

- Visually, Harvest Moon does look a bit drab

PUBLISHER: NATSUME

DEVELOPER: PACK-IN-SOFT

GENRE: RPG

RELEASE: MARCH

PRICE: \$99.95

RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

86%

BrunswickCircuitProBowling

Arthur Adam is a big fan of bowling and we just couldn't keep him away

Forget about flesh-eating zombies, slaying dragons with a mighty sword, flying spacecraft or even mowing down baddies with chunky machine guns, for soon, our gaming lives will be changed forever. Now, instead of paying \$7.95 to enjoy a real game of bowling with friends, you can blow a good hundred bucks on a videogame simulation that has all the grace and appeal of a jumping on your bicycle when the seat is missing.

For those who haven't turned the page yet, bowling consists of a sixty-foot wooden lane, a synthetic ball, ten pins and a pair of spiffy red shoes. From here, you grab your bowling ball and hurl it down the lane at whatever speed you think is necessary. Hopefully you'll knock over some pins, which is apparently what you're supposed to do. Needless to say, the more knocked over the better. This process is then repeated until you get bored. How anyone manages to keep playing for more than a few minutes is beyond me.

Create-a-nerd

Brunswick Bowling allows you to choose from a variety of exciting options. They include



Why am I not surprised that this guy has blue balls?

Exhibition, Skins (playing for money), Tournament, Career (watch your nerd climb the ranks), Practice and Cosmic Bowling (more of that later). Following the trend of many sporting games (I use the word 'sporting' quite

loosely), this simulation allows you to create a bowler. Although not terribly in-depth, THQ have added quite a lot of realism by permitting each feature of the bowler to look as much like a 'Melvin' as possible. There are three body types ranging from dorky-small, nerdy-thin and twonky-tubby. Similarly, each face has been painfully replicated from losers faces from around the world, giving you that familiar 'get a life' type of a feel. As a nice touch, there are cool clothes that consist of orange, green, grey and blue slacks as well as buttoned shirts (if only I could find these clothes in real life). THQ have obviously put in the hard yards and researched their bowling fans right down to their polished shoes.



Isn't it funny how people with white shirts always sit in groups of threes



With that name I'm sure he's just a regular heterosexual



The crowd is giving a standing ovation for that?



It doesn't get any cooler than disco bowling

Now it's time to hit the alleyways. If you thought the button combinations in *Fighter's Destiny* were difficult, then this game will surely have you perplexed. In order to bowl, you need to choose a bowling line and then press the 'A' button twice (once for power and twice for accuracy). That is, in a nutshell, it. Depending on your bowling ability (or button pressing ability), you'll see a number of pins fall over. After bowling twice, it's your opponents turn. If this is the sort of game concept that appeals to then dance for joy, the rest of us can just look on in amusement.

N64 power! Yeah!

Due to the way that this title offers about as much fun to the gamer as a few rather sharp bamboo shafts being rammed under their fingernails, you would have hoped for some rather flash graphics to distract you from the gameplay. Unfortunately, this is not the case. For starters, the backgrounds consist of cardboard cut out spectators who are coloured in brown. All visuals are blurred and under detailed. The bowlers look like utter bollocks and there is nothing that appeals to the human eye whatsoever (well, other than the N64's 'Power Off' button).

Other than all the dull scenery presented in *Brunswick Pro Circuit Bowling*, there is a feature that tries to brighten up the experience. This can be found when playing the 'Cosmic Bowling' feature. All the uninteresting colours have been replaced by bright, neon light style hues, which has to be seen on a television to be believed. Each pin is coloured differently in



Check out those action shots

pinks, oranges, blues, greens and oranges, as are the backgrounds, bowling balls and lanes. It's enough to induce you into a technicolour yawn (barf). Alas, all the fanfare and bright colours doesn't hide the fact that hammering a nail into your forehead is sounding like an increasingly wise idea.

Boooooooooring...

At the end of the day, I can say that even bowling fans won't find any reason to want to play this game. Sure, the physics engine appears to function as you would expect, with the ball bouncing and pins falling convincingly, but it's cheaper to play the real thing with friends. One selling point for *Brunswick Pro Circuit Bowling* is that there are some real bowling 'legends' in the game. Names like Mike Aulby, Chris Barnes, Parker Bohn III, Steve Jaros, Johnny Petraglia, Ricky Ward and W. R. Williams Jr. may excite a few nerds, but most of us haven't even heard these names before, and aren't likely to care about their inclusion. There are tonnes of new and exciting games that have hit the stores recently, so buy one of them instead.

SECOND OPINION

Even before the designers started work on this game they faced a pretty difficult task. They had to make a bowling videogame that was enjoyable enough to temp people away from games like *DK 64* and induce them to buy a simulation of one of the least interesting sports in existence. Unfortunately, not only have they failed to inject enough interesting features into the game to attract people who aren't fans of the sport, but they haven't even made a solid simulation to please the fans. An all-round failure, I'm afraid.

- Narayan



ALTERNATIVE ACTION

SUPER BOWLING

When *Super Bowling* was reviewed, we thought it was total bollocks. But, comparing it to *Brunswick*



Pro Circuit makes it look like a decent game. *Super Bowling* looks better and plays better. There are some cool bowling lanes like one that has fish swimming underneath the glass lane and another in a medieval forest. If you must bowl, buy this import.



THUMBS UP

- Unless you have a really cruel relative, you won't ever have to play the game.

THUMBS DOWN

- Everything!



PUBLISHER: **THQ**
DEVELOPER: **POINT OF VIEW**
GENRE: **SPORT**
RELEASE: **MARCH**
PRICE: **\$99.95**
RATING: **G**
PLAYERS: **1 - 2**
RUMBLE PACK SUPPORT: **YES**
SAVE GAME SUPPORT: **MEM PAK**

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

14%

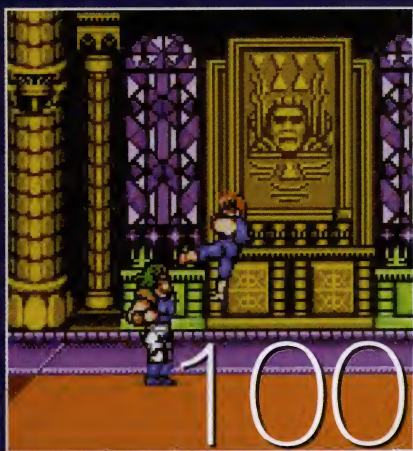
THE 100

GREATEST NINTENDO GAMES OF THE CENTURY



As we prepare to embark on the next century, with all the incredible gaming experiences that it promises, it's a good time to reflect upon the 20th century and the gaming achievements that it provided.

Nintendo have been creating videogames for over two decades and although many things have changed dramatically, one thing has always remained constant; Nintendo's ability to continually redefine the concept of gaming. To celebrate this amazing period of innovation, N64 Gamer has decided to hand pick the 100 greatest Nintendo games.



100. DOUBLE DRAGON 2 NES

The DD series started in the arcades and made it to every conceivable platform. Double Dragon 2 was the best of the Nintendo versions. It wasn't a straight conversion but it had nine levels, instead of the arcade's four and provided a solid challenge. The best 8-bit beat 'em up ever!

99. DUCK TALES NES

Scrooge McDuck's platform game was one of the best available at the time. Capcom were the geniuses behind it and they injected it with their typical style and quality to ensure that the game was thoroughly addictive stuff. There was also a sequel and GB conversions.

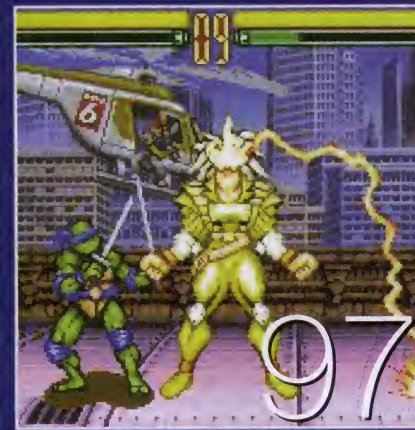


98. PRINCE OF PERSIA SNES

This game was one of the deepest platformers ever. Instead of bouncing along stomping on the odd enemy, you had to master sword fighting, precision jumps that you could only make by catching the edge with your finger tips and perfect timing as you dodged between killer blades.

97. TMNT: TOURNAMENT FIGHTERS SNES

Sure, it had 'Streetfighter 2 rip off' written all over it but it was easily one of the best fighters released on the SNES. The graphics were huge and those ninja turtles used their swords and shuriken to dazzle us with their insane combos and special moves.

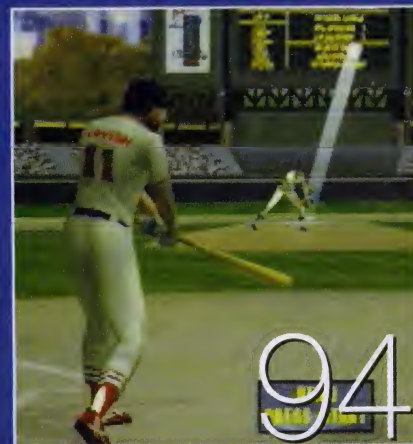


96. AXELAY SNES

This special effects roller coaster really showed what the SNES could do. It used the special background scaling capabilities to scale a rotating background under you so that it looked just like you were moving over a planet's surface as you ripped into the alien forces with violent plasma blasts. Amazing!

95. WORMS SNES

The prequel to the amazing Worms: Armageddon, Worms on the SNES was a multiplayer classic. Sure the graphics were dire and you had to squint to make out the characters but taking on your mates with armies of worms and using more weapons than all the Rambo movies put together will always be fun.

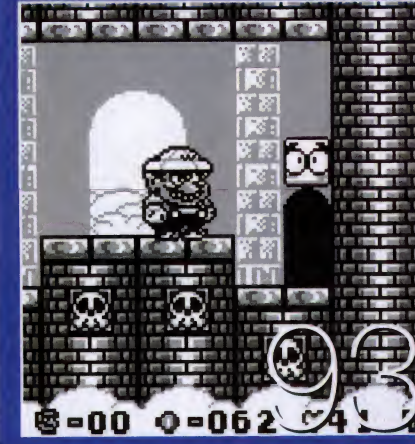


94. ALL STAR BASEBALL 2000 N64

Acclaim's baseball extravaganza shows off detailed high resolution graphics that are arguably the finest on the N64 and has such a staggering amount of gameplay options. Baseball fans could play this game for months and not exhaust even half of them.

93. WARIO LAND GB

For the third Super Mario Land adventure on the Game Boy things take a strange twist and you end up controlling Mario's nemesis, Wario. Being the bad guy is actually a lot of fun because, for once, walking into your enemies results in them being knocked out.





92. KIRBY'S ADVENTURE NES

If Yoshi had had his own NES game, this is how it would have looked (so long as he looked like a pink marshmallow). Kirby has a mouth like an industrial vacuum cleaner; he sucks his enemies in and then spits them out at dangerous speeds. It was quirky, to say the least, but it was also a fantastically original experience.

91. NBA LIVE 2000 N64

All any basketball fan could want is in this cartridge. It has sexy graphics, super smooth gameplay, and lots of extra game modes like One-On-One and the Arcade mode. As if that wasn't enough, Michael Jordan has finally made an appearance. This is what basketball heaven would be like.



90. TOP GEAR RALLY N64

This game was one of the first racers released on the N64 but in a lot of ways it's still the best. The game manages to draw backgrounds that stretch off for miles into the distance, the cars control beautifully and the feeling of speed is very convincing. If only it had a good two player game, it would have been perfect.

89. MARIO PARTY N64

The beauty of Mario Party is that you can play it over and over again without losing interest. It's basically a board game peppered with brilliant mini-games which will keep you and your friends playing for ages. Choose from most Nintendo mascots and try to save Nintendo land from the evil Bowser.

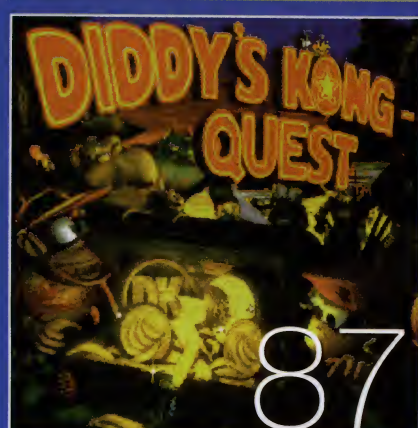


88. MEGA MAN X SNES

While Mega Man was one of the most famous characters on the NES, he never managed to attain even half of the success on the SNES. It's a bit of a shame because while it didn't redefine the series, it did add a lot of new features and wrap them up in gorgeous graphics (especially the gargantuan bosses).

87. DONKEY KONG COUNTRY 2 SNES

The second installment of the famous Donkey Kong Country franchise was the best looking game of the series. A lot of the action was very familiar but the formula was applied well to create a totally slick game that oozed quality.

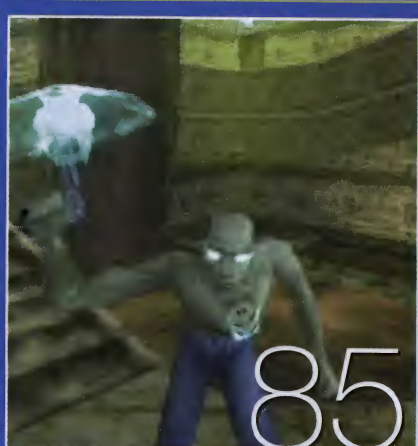


86. SUPER ADVENTURE ISLAND SNES

The NES Wonder Boy inspired platformer was so successful that a 16-bit sequel was made. Racing your way through tropical levels, collecting fruit and dodging snakes provided a fairly shallow, yet oddly addictive, dose of platforming hilarity.

85. SHADOW MAN N64

Without a doubt this is the scariest game to be released on any Nintendo system last century. Tracking down serial killers as you travelled between the living and dead sides of humanity provided a thrilling gaming experience and high resolution graphics made your eyes water.





84. SUPER MARIO RPG SNES

Coming out very late in the SNES' lifespan, Super Mario RPG went unnoticed by a lot of gamers. This is a shame because the game used impressive rendered backgrounds (reminiscent of Donkey Kong Country) and offered a complex and imaginative adventure.

83. SPACE STATION SILICON VALLEY N64

A peculiar 3D platformer, SSSV allows you to take control of a variety of animals to complete a wealth of imaginative and challenging objectives. However, instead of merely being able to select these animals, you play a microchip that attaches to their neck's and controls their nervous systems.



82. SMASH TV SNES

A conversion of the arcade game, Smash TV threw you into a dangerous game show of the future in which you had to shoot your way through hundreds of rooms filled with bloodthirsty monsters. The game was mindless but once you got into the zone it was impossible to stop playing.

81. WAVE RACE 64 N64

Amazingly, Wave Race 64 has the best water physics engine on any system, even those seen in the arcades. Race in different locations ranging from calm lakes to perilous ocean swells. With plenty of cool stunts and jumps and a great two player mode, Wave Race is a brilliant racer.



80. TMNT2: ARCADE GAME NES

At the height of Ninja Turtle hype the four-player arcade game, with graphics almost as good as the cartoon, was a multiplayer lark-fest. The NES version only supported two players but had two extra levels to make up for it. Scrolling beat 'em ups didn't get much better than this.

79. QUAKE 2 N64

Quake 2 is one of the best first person shooters on the N64, with ingeniously constructed levels, a variety of bad-ass enemies and heavy, flesh-mauling weaponry. Relying more on face to face confrontations than Goldeneye's stealth-type action, Quake 2 is all-out war.



78. GRADIUS 3 SNES

Konami's famous NES shooter was updated early on in the SNES' life and took advantage of the new graphics chips to provide the most intense shooter gamers had seen. Like many early SNES titles it suffered quite a bit from slow down but that didn't stop it from being great fun.

77. PARACHUTE G+W

Another impossible reflex oriented game. It's very similar to Fire except that you save guys dropping from planes instead of from a burning building. Sometimes it can be very tempting to let the paratroopers fall in the water, on purpose.





76. CONTRA NES

In today's advanced gaming scene it's easy to forget that there was a time when our favourite genres hadn't even been invented. Contra was the first game to take advantage of running along blowing the crap out of everything with meaty guns genre and was a tremendous hit (the name of the sequel was changed to Probotector on the SNES).

75. GAUNTLET LEGENDS N64

Gauntlet is an all time classic, so it was a pleasant surprise to see Atari updating their arcade masterpiece. Now in a 3D world, you can play with up to three other friends and mow down hordes of monsters using magic and deadly weapons. You can even save your built up characters and use them at a friend's place.



74. TETRIS NES

The best puzzle game ever invented. Unfortunately, no-one ever really noticed this fine version because they were to busy playing the Game Boy game.

73. SUPER R-TYPE SNES

Combining the best levels from R-Type 1 and 2, as well as some exclusive SNES levels, Super R-Type stood as the best version of the classic shooters until the arcade perfect version appeared on an unmentionable 32-bit machine.



72. ADVENTURE ISLAND NES

Even though this game is a total clone of Sega's Wonder Boy it is still a classic in it's own right. While the WB series spun off in an RPG direction, Master Higgins subsequent titles expanded upon the brilliant fruit-collecting, sideways scrolling theme.

71. FIFA '99 N64

In the days before the 4Mb expansion pak had surfaced, this game wowed players with its crisp hi-res graphics and overjoyed soccer fans with its responsive and comprehensive gameplay. The brilliant four player mode tops off one of the best N64 sports titles.



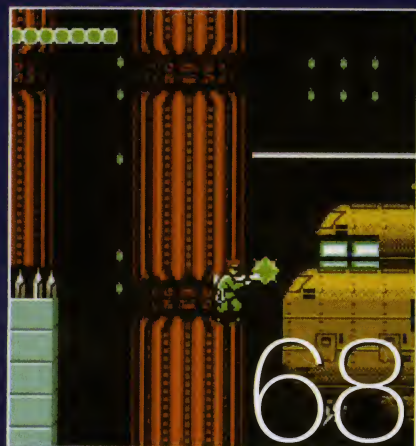
70. MEGA MAN 3 NES

After the earlier stilted Mega Man efforts (the non-scrolling background) this game blew audiences away. The gameplay was quite a lot slicker and it featured amazingly detailed graphics that remain arguably the best ever seen on the console.

69. WCW V. NWO: REVENGE N64

As Professional Wrestling is such a popular spectator event in the US there have been wrestling videogames for as long as we can remember. Revenge still stands as the best game of the genre. Even the three other N64 titles released after it cannot compete with its brawlin' biff.





68. BIONIC COMMANDO NES

After putting themselves on the map with the Mega Man games, Capcom designed a new platforming hero. The Bionic Commando was part-man, part-machine and all bad-ass. The game wasn't nearly as difficult as the Mega Man games but the Inspector Gadget style grappling hook arm was a great feature.



67. SMASH BROS N64

Take charge of all your favourite Nintendo mascots, including some Pokemon and classic characters like Samus. Each character has special abilities relating to their own game, making the fighting experience unique. One of Smash Bros' draw cards is that four people can tonk it out in one massive all-out brawl.



66. BEETLE ADVENTURE RACING N64

More an adventure than a racer, Beetle Adventure Racing is riddled with short cuts and secret areas. The racing is fast paced (yes, even with VWs), there are insane stunts and huge tracks to race about. It even has a great four player death-match game. VolksWagons kick ass!



65. GRADIUS NES

This classic game offered rock-hard gameplay that drove shooting fans into a drooling frenzy. One of the best features of the game was the weapon pods that followed your ship. The game had a much better feeling of control because not only could you select the weapons that these pods fired but you could even assign their positions.



64. DONKEY KONG NES

This is a straight port of the arcade game, but even four years later it was still one of the best platform games available. Dodging the barrels DK tosses from above is a simple task but its executed with timeless style that will bring a nostalgic tear to your eye.



63. ROGUE SQUADRON N64

Awesome hi-res graphics coupled with an assortment of levels makes this one of the best shoot 'em ups on the N64. The icing of the cake is that it's set in the Star Wars universe. Fight AT-ATs, Tie Fighters and Storm Troopers, all with a high-quality Star Wars soundtrack that's somehow been squeezed perfectly into the cart.



62. BUST A MOVE 3 N64

Clawing its way past the hundreds of Tetris clones, Bust A Move is a brilliant puzzler that redefines the word addictive. The single player game is a lot of fun but it doesn't touch Tetris. Where this game does beat the great though, is in the highly enjoyable four player game.



61. ZELDA 2: ADVENTURE OF LINK NES

Possibly the weakest link in the Zelda chain, this game is still infinitely better than most RPGs. The gameplay was very similar to the original but included a new feature, which allowed the perspective to change to a sideways view for battles.



60

60. RAINBOW 6 N64

Just like WinBack (unfortunately not released in time to make it in) and Goldeneye, Rainbow 6 relies heavily on stealth tactics. You have an array of weaponry and gadgets to use against international terrorists. The game's appeal is enhanced due to the fact that you can play with a friend in a co-operative mode.

59. MEGA MAN NES

Playing it now it seems very dated, due to the fixed screen that would not follow your characters and would only shift onto the next section of background when you hit the edge, however, at its prime this game was another mammoth NES experience. Amidst piles of cute platformers, this game drew a lot of respect for its super-tough gameplay.



59



58

58. DONKEY KONG GB

A straight port of the arcade classic would have made an excellent GB title but on top of the original four levels, there are so many new ones added in that even we haven't managed to complete them all.

57. RAYMAN 2 N64

Ubi Soft has managed to produce the first 3D platformer that approaches the quality of Nintendo's own while maintaining a totally unique style. Rayman 2 offers a beautifully detailed and colourful world that exhibits imagination at every corner.



57



56

56. METROID NES

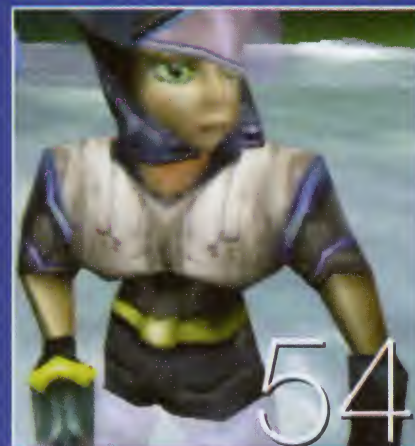
This game stood out from all the other side-on shooters on the NES because of its compelling depth. Instead of merely walking left to right hammering the fire button, Metroid enthralled players with slick gameplay an atmospheric story of one woman out to save the world.

55. SUPER MARIO BROS DX EBC

This is the original NES blockbuster, finally converted to the handheld. Apart from a few minor changes, to optimise it for the smaller screen, it stands as it was; a glistening example of platforming perfection. A two-player mode has even been included to spice it up.



55



54

54. JET FORCE GEMINI N64

Rare's Sci-Fi shooter has an incredible range of weapons to induce showers of alien blood, three different characters to control and a staggering number of levels. Unfortunately, the sheer size of the game and the difficulty of the levels made it a bit too frustrating to be an utter classic.

53. SUPER MARIO LAND 2 GB

If SML was a mini version of SMB, then SML2 was the miniaturised version of Super Mario World. While it was rather easy to finish, thanks to a generous game-save system, the graphics were vastly superior to its predecessor and the gameplay was much more polished.



53

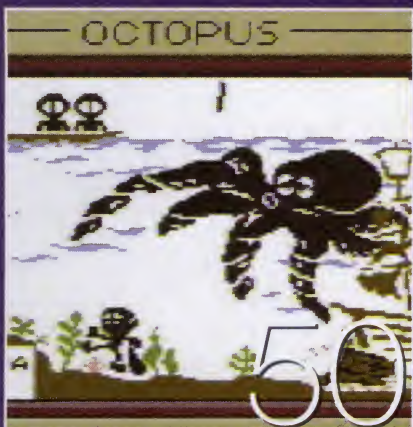


52. TUROK 2: SEEDS OF EVIL N64

T2 was a prime motivator in actually convincing Nintendo to release the expansion pak. The amazing hi-res visuals were backed up by solid gameplay, a multiplayer to rival Goldeneye and the best death animations seen on the N64.

51. R-TYPE DX GBC

The R-Type games were the final word in 80's 2D shooters. R-Type 1 and 2 were both converted to the Game Boy years ago but now they have been compiled and colourised for the latest Nintendo handheld. Saving the universe from the Bydo Empire has never been this good.



50. OCTOPUS G+W

This classic moved away from the standard gameplay of automated left and right movement. The gamer could decide whether they wanted to go back up to the boat or whether it was worth the risk of going back past the deadly octopus to grab another bag of treasure.

49. SECRET OF MANA SNES

This game was very similar to Zelda 3, however it did make a number of improvements. It had a longer quest, tougher puzzles and allowed you to control a team of three adventurers (you could even get your friends to control the other two players with the help of a multitap).



48. BLAST CORPS N64

Rare's first title on the N64 is a mixture of action and puzzle solving, that provides you with a variety of vehicles that you need to use in cunning ways to save cities from a runaway truck carrying nuclear missiles. Games don't get any more original than this.

47. UN SQUADRON SNES

If you were a fan of blowing things into tiny pieces then it didn't get much better than this. Huge bosses, incredibly difficult levels and a dazzling array of super weapons made this a truly superb Super Nintendo game. There was a sequel in the arcades but unfortunately, Capcom has not resurrected this classic.



46. LYLAT WARS - N64 N64

The 64-bit version of Star Wing sees Fox return to battle in much more impressive surroundings. Being the first game to implement the Rumble Pak, the ability to control a tank and a good multiplayer mode were all great additions but it failed to make the same splash as the original.

45. SUPER MARIO LAND GB

This is the Game Boy's "Super Mario Bros". It was a launch title but it's still on sale, over ten years later, due to its never-ending popularity. There were a few strange levels, involving submarines and bi-planes but, overall, it remained true to Mario's earlier platforming classics.





44. DIDDY KONG RACING N64

Like Banjo, It may be shamelessly based upon a Nintendo classic. However, what it lacks in originality it more than makes up for in graphical splendour and an epic adventure that provides a much more satisfying single player experience than Mario's racing efforts.



43. CASTLEVANIA 4 SNES

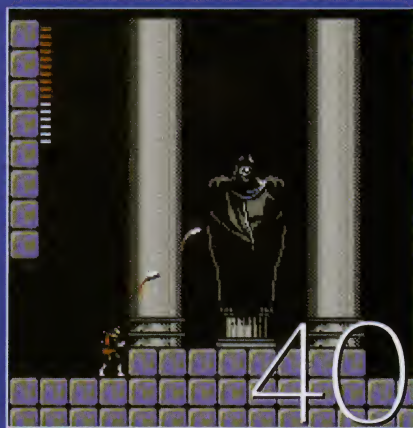
It started off with an uninspiring first level but if you kept with it you would have enjoyed one of the most surprising platform games on the SNES. The music was an orchestral masterpiece and the armies of ghouls and vampires kept you in whip-cracking heaven. Unfortunately, the move to 3D has been a disappointment on the N64.

42. MIKE TYSON'S PUNCH OUT NES

Ready 2 Rumble definitely owes a debt to this highly enjoyable boxer. Considering that the NES pad only had two buttons, this game managed to offer a huge variety of different punches and controlled like a dream. Amusing opponents, all with unique styles and weaknesses were the icing on the cake.

41. MARIO BROS NES

Converted from the arcade game, this was one of the first two-player simultaneous games available in the home. The simple, single screen gameplay allowed for co-operative or competitive matches. This was also Luigi's first appearance.



40. CASTLEVANIA 2 NES

This title revolved around the struggles of the Belmont family in their sworn quest to destroy Dracula and his ghouls. Like the GnG series, this game offers plenty of gothic action as you slaughter legions of the undead. The handling was precise, the graphics atmospheric and the traps deadly (definitely the best of the three NES versions).

39. SUPER PROBOTECTOR 3 SNES

If Rambo ever waged war on aliens in the future, it would be like this. With enough weaponry to supply a small army, it's your job to battle through armies of alien scum and save the world. Gorgeous graphics, thumping music and a two player simultaneous option made this one of the best shooters on the SNES.



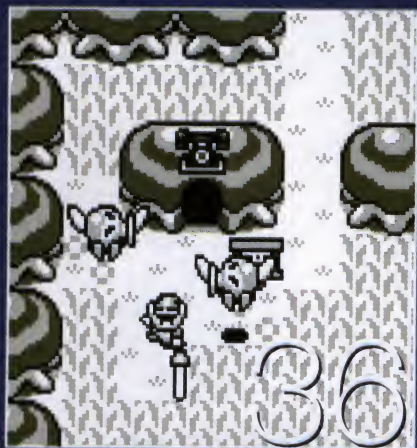
38. ACTRAISER SNES

Combining Sim City with platforming action may seem like a strange idea but it worked amazingly well. You played the role of a god. Your job was to guide the people from heaven as they built their cities, then assume a physical form (with a really big sword) and battle for your people whenever evil arrived. Great stuff.

37. TUROK: DINOSAUR HUNTER N64

Turok 2 may have much more impressive graphics but this title is, somehow, much more enjoyable. The gameplay has a smoother flow and the enemies are a lot better to splatter. And don't get us started about the weapons. Whoa!





36

36. ZELDA: LINK'S AWAKENING GBA

Proving that clever mechanics will rule over raw horsepower, the Game Boy has provided us with many addictive games. Similar to the SNES version, the game is viewed from a top-down perspective and is riddled with more weapons, magic, puzzles and depth than anyone would have thought possible on the humble hand-held.

35. SUPER STAR WARS SNES

The first game to do justice to the brilliant Star Wars licence, SSW featured a rock-hard mixture of traditional platform levels with 3D landspeeder and X-Wing levels. The most stunning feature of the game, however, was the music. Somehow the programmers managed to squeeze in perfect sound effects and renditions of all the Star Wars music.



35

34. YOSHI'S ISLAND SNES

The unofficial sequel to Super Mario World, this game featured a baby Mario riding on Yoshi. The colourful, cut-out book style graphics deterred some players but this game was a great sequel that was full of the sort of brilliant level design and gameplay that has made the series famous.

33. 1080 SNOWBOARDING N64

"Feel" is the most important part of any real activity being translated into a videogame. 1080 is the only snowboarding game to capture this sport in such a perfect manner. Super slick racing action and great multiplayer racing makes this the best sports title on the N64.



33

32. DONKEY KONG COUNTRY SNES

DK was resurrected from the old games' characters' cemetery to breathe life into the aging SNES and help Rare finally break away from dodgy licensed games to become the Masters of Nintendo Programming that they are today. The graphics pushed the SNES further than it was thought possible, embarrassing the more powerful 32-bit machines.

31. STAR WING SNES

One more invention in the long line that Nintendo have pioneered was the FX Chip. Placed inside the Star Wing cartridge, this chip was designed specifically to handle 3D graphics and enabled the SNES to handle this incredible looking, futuristic 3D shooter (Lylat Wars is actually the 64-bit sequel to this game).



31

30. SUPER METROID SNES

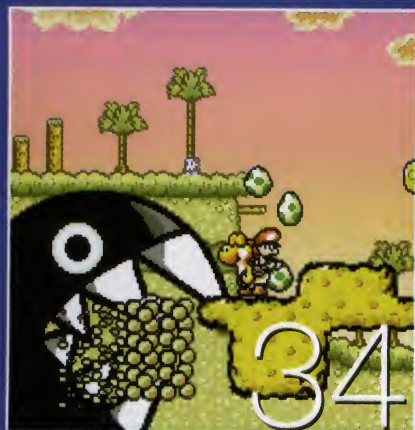
This is another game that missed out on enjoying as much success as it deserved due to its very dull graphics. If you looked past this you would discover a platform game of immense size. It featured a tough girl who, with the aid of her armoured space-suit, single-handedly defeated an alien menace. Go girl!

29. MORTAL KOMBAT 2 SNES

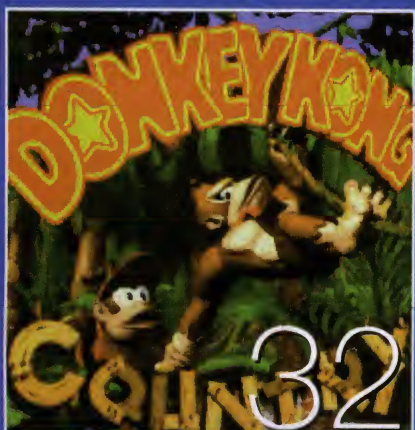
With highly detailed photo-realistic characters and a staggering amount of moves and gore, Mortal Kombat 2 was the best of the Mortal Kombat series. With a stack of fighters to choose from, this title took months to master.



29



34



32



30



28

28. F-ZERO X N64

Following in the footsteps of its predecessor, F-Zero, this is a title dripping with polish. F-Zero X runs at a silky smooth 60fps whilst juggling up to 30 vehicles on screen at once. The tracks are some of the best ever designed and the brilliant sensation of speed will make your stomach churn.

27. BANJO-KAZOOIE N64

A perfectly balanced 3D platformer that oozes that certain quality only Rare and Nintendo ever seem to achieve. The worlds are huge and colourful, the graphics even better than Mario 64 and there is enough exploring and clever puzzles to keep anyone happy. If this game wasn't so obviously based on Mario 64 it would have scored a lot higher.



27



26

26. FIRE G+W

This was the ultimate in twitch-response gaming. It demands nothing less than reflexes faster than Superman's as you madly move your two stretcher-holding firemen around the screen in an attempt to catch all the people diving out of the burning building.

25. PILOTWINGS 64 N64

Unfortunately, being an obscure genre prevented this game ever receiving the praise it deserved. Despite being a launch title, the graphics were absolutely boggling and the game-play was a fantastically original mixture of objectives designed to test your skills as you traveled around the enormous environments.



25



24

24. MARIO KART 64 N64

One of the finest racing games ever created. Not at all original because it only modified the Super Nintendo's Mario Kart gameplay slightly but it did offer four player action and is one of the best doses of multiplayer fun you'll find.

23. SUPER MARIO BROS 2 NES

For once Mario didn't have to save Peach from Bowser. She was even a playable character, along with Toad. Originally released as Doki Doki Panic, SMB2 underwent cosmetic changes and became the next Mario game. Some argue that it is not a true Mario title but it is a lot better than the Japanese version, which was just an extension of SMB1.



23



22

22. FINAL FIGHT SNES

This classic arcade beat 'em up blew people away when it was released in 1991. Final Fight jumped up and kicked you in the nuts with its mammoth sprites, gorgeous animation, deadly weapons and perfect control. It's such a shame that the scrolling beat 'em up died with the SNES.

21. FINAL FANTASY 6 SNES

If you think of Zelda 3 as largish football stadium, then FF6 is about the size of an entire city. The game offered an adventure of simply staggering proportions, an epic storyline that saw the rise and fall of entire civilisations, stunning magic effects and beautiful graphics. If only Sony hadn't stolen the series.



21



20. DONKEY KONG 64 N64

Some may think that this is a bit far down the list for the best looking and biggest Nintendo game ever. However, while it is true that DK 64 does surpass Mario 64 in every way, simply improving on Mario's brilliance is something that is much easier to accomplish than creating a truly groundbreaking game.

19. SUPER GHOULS 'N' GHOSTS SNES

Narayan's favourite SNES title, Super GnG was a game that managed to offer stunning graphics (that were better than 99% of SNES titles, despite it being released during the console's infancy), super responsive gameplay, a tough challenge and a spooky atmosphere filled with nightmarish creatures. A true classic.

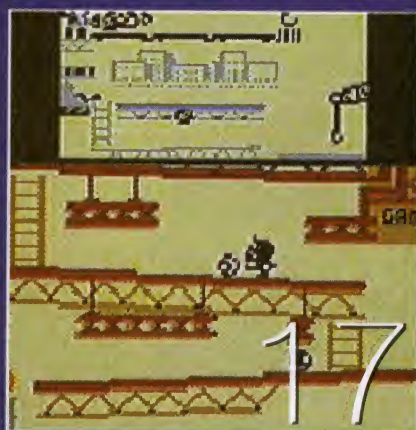


18. F-ZERO SNES

A stunningly smooth game that ran at blistering speeds above stunning futuristic cities. F-Zero remains a milestone in the racing genre as it managed to do what no others had previously, deliver intense speed and a hefty challenge.

17. DONKEY KONG GB+W

Before the Game Boy there was only a limited amount of handheld videogaming available. Nintendo's Game and Watches ruled the schoolyard. Donkey Kong had the greatest depth of them all as it was more than a hypnotising twitch-response game.



16. ZELDA 3: A LINK TO THE PAST SNES

Miyamoto's SNES adventure for Link was a game of staggering size and provided players with a wealth of new moves and addictive puzzles. Only the fact that it only really polished up the earlier versions and failed to really do anything revolutionary prevented it from getting a higher spot.

15. GHOSTS 'N' GOBLINS NES

Next to the Mario series, Capcom's GnG games are the greatest example of platforming thrills known to gamers. It was a bitter disappointment that the N64 version was cancelled. This game threw you against dragons, skeletons, ghouls and, of course, ghosts and goblins in arguably the most challenging platform game ever.



14. SUPER MARIO BROS 3 NES

Some people would argue that this 8-bit game surpassed even its 16-bit follow-up. This was the game had the last word on the NES, allowing it to go out with a bang. It pioneered the map system, which SMW improved upon and provided unparalleled depth and variety.



13. SUPER BOMBERMAN SNES

Utilising the Super Nintendo's multitap to offer four player battles, this held the multiplayer crown prior to Goldeneye. A whole night will disappear as you frantically attempt to bomb your opponents before getting toasted yourself. Forget about the N64's dismal Bomberman games, this has nothing in common with them.





12. LEGEND OF ZELDA NES

Link's first adventure proved Miyamoto's game designing brilliance as he entered the RPG arena. Would console adventure games even exist without this game?

11. SUPER MARIO WORLD SNES

As a launch title for the Super Nintendo, SMW pulled no punches, containing 96 levels and a map screen to break up the linear gameplay previously seen in all platform games. Beginners could complete the game but there was more than enough challenges to keep platform veterans happy.

10. SUPER MARIO KART SNES

Mario left his platformery, momentarily, to race against his friends and foes through some unbelievably addictive multiplayer fun that has been cloned a couple of times on the N64 but never bettered.

9. WORMS: ARMAGEDDON N64

Don't be fooled by the simple 2D graphics of Worms, this game boasts the best multiplayer enjoyment you're going to have, this side of Goldeneye. Command an army of unlikely heroes across pleasantly warped landscapes, armed with extraordinary weapons. Let the trash talking begin.

8. POKEMON (POCKET MONSTERS) GB

The premise of this simple RPG is to explore, capture, trade, evolve and pit your 'pocket monsters' against others. It's a simple concept but that ability to trade amongst other players' cartridges broke videogames out of the concept of a confined experience and made them a community experience.

7. DONKEY KONG ARCADE

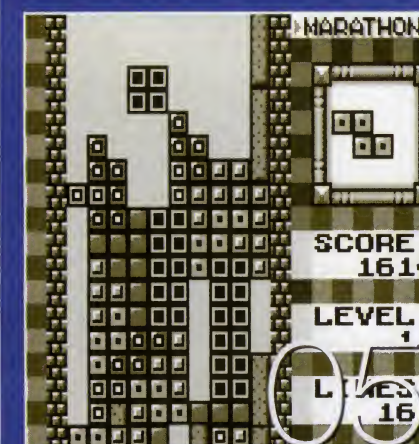
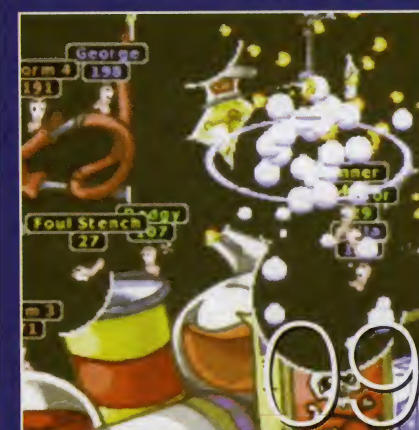
This is the first platform game ever. It moved arcade games away from Space Invaders and Pac-Man clones. If that's not enough, it has three other factors going for it. It put Nintendo on the videogames map, was the first game to star Mario and was designed entirely by Shigeru Miyamoto. Every platform game, from Banjo-Kazooie to Yoshi's Story to (obviously) Donkey Kong 64, pays homage to this 1980 classic.

6. SUPER MARIO BROS NES

At the time of Nintendo's global dominance of the home console market, Mario's first scrolling adventure was as revolutionary as his historic appearance in Donkey Kong. This was the first true blockbuster videogame, selling in the tens of millions and making Mario the most famous videogame character ever.

5. TETRIS GB

The entire puzzle genre was pioneered by Tetris. This is THE puzzle videogame. It is amazingly addictive and still has not been improved upon. It is the perfect Game Boy title because you can play it for five minutes or five hours.



THE RUNNERS-UP

4. STREETFIGHTER 2: TURBO SNES

The greatest fighting game of all time was converted perfectly to the SNES. Every last one of the hundreds of special moves and combos was included and could be pulled off on your trusty SNES pad. The characters were so evenly balanced and the moves were such genius that even a decade later, 2D fighting games retain 99% of this game's features.

3. MARIO 64 N64

There's no denying that this is one of the most revolutionary games of the century. Unlike the transition between the NES and SNES Mario games (which had seen little more than cosmetic improvements) Mario 64 single-handedly created the 3D platforming genre. It took the simple concept of earlier reflex-based platform games and used the ingredients to create a whole virtual world to explore, filled with fantastically imaginative locations and ingenious puzzles.

2. ZELDA: THE OCARINA OF TIME N64

This game truly is the culmination of all of Nintendo's efforts during the last Century. Mario 64 may have written the ground rules on how to design a game within a virtual world but Zelda has taken these rules and stretched them out to incredible proportions to create the most ambitious videogame yet seen. Zelda provides gamers with a world filled with characters to interact with, quests to embark on, puzzles to solve and enemies to slaughter, and all of this is presented within a compelling storyline.

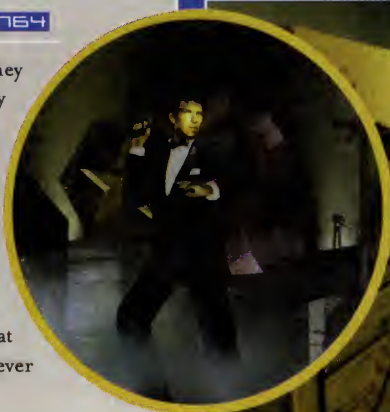


THE GREATEST NINTENDO GAME OF THE CENTURY

I.

GOLDENEYE N64

It is very high praise indeed for Rare that they have managed to exceed the quality of every game Nintendo has ever created. It was a close call for the prime spot. We felt that while Goldeneye may not be as revolutionary or as original as some of Nintendo's classics, the fact that it has managed to provide both the most enjoyable single player game ever and the most enjoyable multiplayer mode ever means that it must surely be the greatest videogame ever created.



**The Largest Source of Info on the
World's Smallest Console!**



GBM

**GAME BOY
MANIA!**

A close-up, high-contrast photograph of a person's face, focusing on the eye and cheek area. The person has several piercings: a large hoop earring in the ear, a stud in the nose, and a lip ring. The skin is fair, and the background is dark and textured.

DVD Now

ON SALE
NOW

Australia's first DVD Magazine


Massive launch issue! Movies, Music, Stars and more!

Pokédex

N64 gamer's Pokémon index & news



Welcome

 The Hula-Hoop, Rubik's Cube, Teenage Mutant Ninja Turtles and Star Wars were all fads that disappeared after a short stint of prosperity. Pokémon, however, have already been around for quite a while and seem to have enough momentum to keep people happy for years to come. Well, because we could no longer stand the crowds of fans with placards harassing us, we've decided to dedicate a new monthly section to everyone's favourite pocket monsters.



PIKACHU GETS HIS OWN GAME!

Pikachu can now be cared for on a Tamagotchi-like handheld mini-console. Just like Tamagotchi, Pikachu will play, get hungry, crap and cry for attention on this little device. The best part is, you can take him anywhere and keep him as a real virtual pet. Pikachu will play with the owner in a set number of mini-games depending on how he is feeling and how well you have taken care of him. The best part though is that the Colour Pika Pocket

has an infra-red transfer option so that you can download your favourite pikachu from any Game Boy Pokemon game. Will the madness ever end?



Top of the food chain



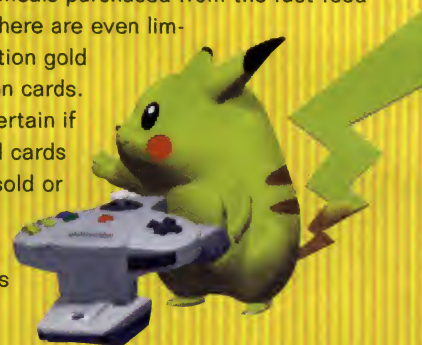
Pokémon aim for world domination

There's no denying the awesome impact Pokémon have had on the videogaming world. Just have a look at the top 10 selling videogames sold in the USA across all platforms for 1999. This list includes all game systems including the PlayStation, PC and Dreamcast.

1999 BEST SELLING TITLES

- | | | |
|-----|------------------------|-------|
| 1. | POKÉMON BLUE | 3.1 m |
| 2. | POKÉMON RED | 3.0 m |
| 3. | POKÉMON YELLOW | 2.8 m |
| 4. | DONKEY KONG 64 | 1.9 m |
| 5. | POKÉMON PINBALL | 1.8 m |
| 6. | POKÉMON SNAP | 1.5 m |
| 7. | GRAN TURISMO (PSX) | 1.3 m |
| 8. | SUPER SMASH BROS. | 1.3 m |
| 9. | DRIVER (PSX) | 1.2 m |
| 10. | SPYRO THE DRAGON (PSX) | 1.2 m |

Pokémon are so cool, they can even be found dining out at Burger King. Soon, you'll be able to collect up to 56 toy Pokémon with certain meals purchased from the fast food giant. There are even limited edition gold Pokémon cards. It's uncertain if the gold cards will be sold or placed into meals as prizes.



Feeling hungry? Then, eat your Pokémon...



In their struggle to take over the world, Pokémon have made their way into cartoons, movies, videogames, clothes and now, even food. None of this grub appears to be at all healthy, but rather sugar related (and that's how we like it). Who would want to eat a Jigglypuff broccoli or Diglett sausage anyway? You can buy yummy lollipops with bubblegum centres, sweet rolls and birthday cakes. Can you imagine, instead of some buxom babe jumping out of your birthday cake, you could be surprised by a bulbasaur instead. Cool eh?



Sunbaking Pocket Monsters

After all their stardom and travelling about the world in Leer jets, Pokémon have decided to stop off in Australia's very own Queensland holiday destination, the Gold Coast. If you're lucky enough to visit the Gold Coast, pop into Warner Bros. Movie World where you can shake Pikachu's hand or kick him in the nuts, depending on which way you're inclined.

Move over Tom Cruise, you're nothing compared to Pokémon

Pokémon are so famous that you'll find their names engraved into golden plaques, which are cemented on footpaths all around Tokyo. Our spy in Japan has managed to find most

Pokémon plaques except for Jigglypuff's. Anyone who can guess where this Pokémon's golden plaque is will win a cool prize.



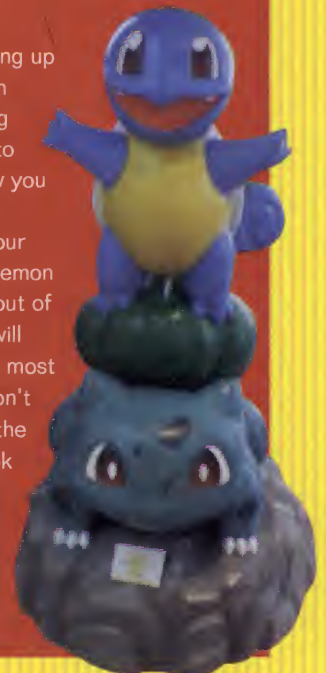
More Pokémon card games

For anyone who's sick of the original Pokémon card game, you can try your hand at the Pokémon Rummy Card Game. Now, while your dad's playing Rummy with his friends, drinking booze in a smoke filled room, you can entertain your friends by playing this Pokémon version. Soon you can challenge your dad and his crusty looking friends at their own game. Imagine winning all your father's money and having him beg you for some pocket change. Now that would be classy.



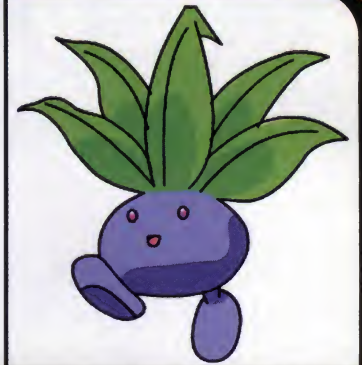
Pokémon to replace garden gnomes

You can start smashing up your mother's garden gnomes and scooping the broken pieces into the bin, because now you can have all types of Pokémon hiding in your backyard. These Pokémon creatures are made out of a tough plastic and will stand up to even the most hefty beating. You don't have to put them in the garden, as they'll look just as spiffy in your bedroom. Nintendo, what will you think of next?



Character Profiles

With over 300 pocket monsters in the pokemon universe, N64 Gamer has decided to look at a few each month, both from the old and new batch of creatures.



Togepi

POKEMON 175

HOW DO I SAY THAT?
TOH-GEH-PEE

ELEMENT

NA

TYPE

NORMAL

HEIGHT

0.30M

WEIGHT

1.5 KG

TECHNIQUES

SHAKE FINGER

Togepi has achieved remarkable success in Japan due to his irresistible cuteness. This creature, is one of the newest pokemon and will appear in the Pokemon Gold and Silver Game Boy games. He first surfaced in the Pokemon cartoon and is a character in Pokemon: The First Movie. Togepi is a bit of a crappy fighter due to his young age, but as an underdog he collects a lot of support.



Squirtle

POKEMON 07

HOW DO I SAY THAT?
SHWUR-TULL

ELEMENT

WATER

TYPE

TURTLE

HEIGHT

0.50M

WEIGHT

8.6 KG

TECHNIQUES

TAIL-
WHIP TACKLE

Squirtle is one of the pokemon selectable when beginning a game in Pokemon Blue and Red. In Pokemon Yellow you'll have to search hard for the little blighter as he's well hidden. Squirtle will eventually evolve at a level 16 into a Wartortle and then into a tank-like Blastoise. This pokemon can slap your ass pretty hard if he learns Water Gun, Bubble and Bite attacks. Ouch!



Ootachi

POKEMON 161

HOW DO I SAY THAT?
OH-TA-CHI

ELEMENT

COMMON

TYPE

WATCH

HEIGHT

0.75M

WEIGHT

5.3 KG

TECHNIQUES

TUCK TACKLE

This new super-cute pokemon looks like a cross between a Pikachu and Poliwhirl. You'll only find him in Pokemon Gold and Silver and he can be caught in the early stages of the game. Due to his super agility, this pokemon can actually escape after you have caught him, but fear not readers, as there are plenty of these little tubs of lard to catch throughout most of the game. This pocket monster evolves into an Ootachi.



Oddish

POKEMON 043

HOW DO I SAY THAT?
ODD-ISH

ELEMENT

GRASS POISON

TYPE

WEED

HEIGHT

0.50M

WEIGHT

4.9 KG

TECHNIQUES

ABSORB

Oddish isn't as famous as most other pokemon, but he is a very handy pocket monster to own. Oddish specialises in using poisons which he spouts into the air in a pollen form. He can make enemies feel sick or just put them to sleep. Later on, this overgrown vegetable will evolve into a Vileplume. The Vileplume looks similar but has a girly flower on its head and is capable of stronger poison attacks.



Pokéview

Each month we will look at a classic television episode or film and offer some information that you may not know about the little monsters.



Pikachu's ready to open up a whole can of whoop-ass on his enemy. As you can see, Ash and the others stand a safe distance away from Pikachu's electric attack.



Ash doesn't look too happy does he? He might be a bit of a pansy, but here we see him ready to release Psyduck against Team Rocket.



This pokemon, as we all know, is one of the toughest around. If you catch one of these suckers in the Game Boy game, give yourself a BIG pat on the back.



Oh oh... Team Rocket is up to no good again. Meowth, Jesse and James are planning something shifty, I'm guessing.



This pokemon makes Mr. Bad Ass look like a wimp. Mewtwo is released and is ready to give Pikachu a right bludgeoning.



Awww, look how cute Pikachu looks. If only he was real... and I was a little Pokémon myself and... (snip - Ed.)

Game Boy



Enjoy all the biggest news on Nintendo's smallest console



The humble Game Boy has come a long way in its ten year life span, starting before the Super Nintendo was even born. It has survived the rise and fall of the 16 and 32 bit consoles and it will probably be around long after the N64 has been superseded by the Dolphin. With over seventy million Game Boys worldwide and the massive improvements of the Color version, it's about time that Game Boy had it's own section in your favourite Nintendo mag. Well, that and the stack of letters we get each week asking for GB coverage. Each month we'll include reviews of the latest games as well as some classics, from the library of over 1000 titles.



Asteroids

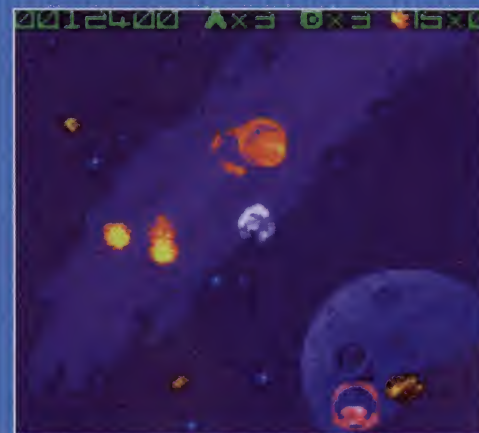
TROY GORMAN REVISITS HIS CHILDHOOD IN A SPACECRAFT

Asteroids was one of my first videogames ever, along with Space Invaders, Pac-Man and Combat on the Atari 2600. Needless to say that I'm a tad biased when it comes to these games and most things retro. I was the only one who voluntarily played the ancient Namco Museum compilation and the recent Space Invaders and Asteroids upgrades for N64.

For those of you who fall asleep whenever a single screen game is mentioned or were born after 1980, here's a quick run down. You control a tiny ship that has gotten itself lost in the outer reaches of space, sometime in the near future (as this game was programmed in the 70's we have probably already past the date in which it is set). Unfortunately the ship stumbled into an asteroid field, hence the game's

title. The only way to survive is to blast all of the asteroids, eventually disintegrating them. Once the screen is cleared a new wave of rocks will appear and try to pummel your ship anew. The ship only has a laser beam and one special feature to help it out in times of crisis. The special feature that you can use depends upon the ship that you initially select. The choices are teleport, shield and flip. Teleport makes the ship disappear and then reappear somewhere on the screen. Sometimes you are placed right next to an asteroid, which is bigger than the one that you were running from. Obviously, teleporting is only for the most desperate of circumstances. The shield makes you intangible for about one second, allowing the asteroid to pass through you. Flip is only for the most skilled players as it still requires you to destroy the asteroid. It simply flips you 180 degrees instead of having to slowly rotate.

The Game Boy Color has always been the platform of choice for ancient arcade games to be ported to. I have nothing against this as sim-



ple, repetitive games are sometimes the best thing for a ten minute bus trip. What I don't understand is why programmers insist upon updating the graphics and gameplay at all. Retro fans would much prefer the game to appear as it was and newer or younger gamers are not likely to be interested either way. The best option for old games is to keep them true to the originals and compile them. Instead of a "new" Asteroids game, what about one cart with four or five classic games? This version uncomfortably straddles the middle ground of old and new, trying to be all things to all people and ends up being nothing to nobody.



PUBLISHER:
ACTIVISION
GENRE: **SHOOTER**
RELEASE: **NOW**
PRICE: **\$49.95**

OVERALL

60%

DukeNukem

TROY GORMAN IS COMING TO GET SOME



Duke Nukem is one of the most flexible, genre hopping characters of all time. Sure Mario likes to try his hand at golf, karting and partying occasionally but, if asked, most people will say that he is a platform hero. Duke's recent adventures, across the various consoles, have been first person shooters and 3D Tomb Raider-style games. It's a little known fact that Duke actually began his career in a 2D platform game on the PC. As the Game Boy is currently the only console doing its best to wave the 2D flag it makes sense that this is the place Duke gets back to his roots.

The game starts with the Dukester appearing on one of those cheesy American chat shows that everyone publicly loathes but secretly watches (Rikki Lake's "Grandma stop stealing my boyfriends!" has always been a personal fave). Part way through the interview with the bleached blonde bimbo barbie, aliens decide to whisk Mr Nukem away on their spaceship. He is, apparently, the only thing between them and global domination. Our blonde hero then escapes from the alien gaol cell and proceeds to kick twenty-five different types of alien ass.

You can accuse Duke Nukem of many things but "originality" is not one of them. He looks like Kurt Russell, in his buffer action movie days. The games have never been exercises in the cutting edge. His recent one liners are all stolen from Ash, star of the Evil Dead movies. From copying Doom to copying Tomb Raider, there is one good thing about him; he only emulates the best. He may be B-Grade but he's proud of it. This GBC version is no exception as Duke tries to out-Turok Turok with his bad-ass weapon selection. Fortunately,

when he breaks out of his cell there is a shotgun nearby, which remains the standard weapon. As the game progresses there are flame throwers, grenade launchers and bazookas up for grabs. These weapons are all limited, when it comes to ammo, so it's back to the good ol' shotty.

The overall look is very bright and cartoony. This is a, sort of, Saturday morning interpretation of Duke Nukem. He seems a tad more comical, than a meaty axe-man. The Game Boy's recent step into full colour has been used to its maximum potential, making for a great looking game. There are a few slightly different levels thrown in to break it up, like the tank and spaceship commandeering levels. On a console already swamped with platform games Duke manages to muscle his way to the front of the crowd.



<p>PUBLISHER: GT INTERACTIVE GENRE: 2D PLATFORM RELEASE: NOW PRICE: \$49.95</p>	<p>OVERALL 80%</p>
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The *Rugrats* Movie

JACK CURTIS WETS HIS PANTS IN ANTICIPATION



The Rugrats phenomenon has made the transition to the silver screen and now makes its appearance on the Game Boy.

Highly acclaimed by everyone under eight, and sadly, a lot of people over eight, the adventurous antics of Tommy, Chuckie, Dil, Phil and Lil can now be acted out on your GB screen, in colour.



Described as "an adventure for anyone who has ever worn nappies", this game involves the search for Tommy's brand new baby brother, Dil, who has mysteriously disappeared. The game spans seven levels; the Pickles' Home, the Hospital, Train Crash, Light Woods, Dark Woods, Reptar River, and Ancient Ruin. The adventure starts off in the

Pickles' home where the family is excited about the upcoming birth of Tommy's new baby brother. The babies believe that the new arrival has been lost, because Tommy's mum is having a baby shower, and the guest of honour is nowhere to be seen. Tommy sets off in search of one of Grandpa Boris' chocolate coins to buy a new baby for his parents. In the hospital the babies once again go in search of finding another baby, and so the adventure continues throughout the levels, essentially being based on a series of baby mentalities. The gameplay is very innovative and doesn't just adhere to the standard side scrolling mould. In the Reptar River level you take control of the Reptar Wagon after it falls into the river. You must steer the babies to dry land whilst trying to avoid huge rocks, rapids and some pretty nasty fish.

There isn't much control required in Rugrats, as it proves to be more of a searching adventure rather than a battling bad guys style of platformer. The A button isn't used at all, whereas the B button is used for jumping and operating some of the contraptions you'll encounter along the way. There are items to pick up that give you bonus points, so a lot of the skill is involved with your ability to time jumps and avoid enemies.

Rugrats has really taken advantage of the Game Boy Color's capabilities. It has a very cartoonish appeal, which suits the game to a tee. The developers have done a very credible job of porting all the elements of the television show and film onto the Game Boy. Like the show itself, however, the title may not appeal to older gamers. For the younger ones out there, and especially the Rugrat fans, this an adventure worth going on.

PUBLISHER: GT
INTERACTIVE
GENRE: PLATFORM
RELEASE: NOW
PRICE: \$59.95

OVERALL

80%

The Smurfs Nightmare

SEB FERN THINKS THIS GAME IS SMURFERIFIC

One dark night during the full moon (and what better time for an evil wizard to operate?), the Smurfs' arch-nemesis, Gargamel, casts an evil spell over Smurf Village, trapping the Smurfs in their worst nightmares. Only Hefty Smurf escapes and now it's up to him to rescue his friends. With no time to lose, Hefty returns to Smurf Village and heads into the slumbering Smurfs' dreams to liberate his smurfin' companions. And so begins The Smurfs' Nightmare, exclusively for the Game Boy Color.

As Hefty Smurf, your primary objective is clearly to rescue the other Smurfs from their nightmares. When the game commences you are in the village, with six houses in front of you, each containing a sleeping Smurf and his nightmares. You can only enter the huts one at a time. You gain keys to the subsequent huts each time you complete two levels and a sub-game puzzle.

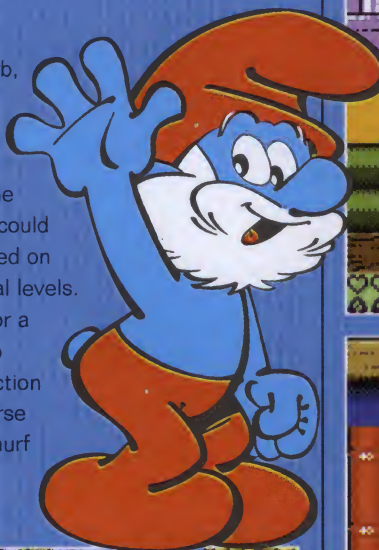
Smurfs' Nightmare is by no means a simple Mario clone. The levels range from simple left to right movement, to multi-levelled ones where the overall movement is vertical, to the sub-games including mad races on the backs of various friendly creatures, together with many tricky obstacles. Initially Hefty Smurf's movement is a little restricted but as you collect sarsaparilla leaves, Hefty gains higher jumps - devour twenty leaves and the double jump is yours. A triple-jump somersault combo is available once you've collected thirty leaves. Collecting forty or more leaves in a level unlocks a bonus stage at the end of the level where you can collect extra lives and points. Different coloured potions with functions ranging from invincibility to the ability to freeze enemies are available to Hefty. He can also float into the air in soap bubbles, and in later levels use rockets to boost you upwards, swim along underwater and even fly with the aid of wings. This is evidently not another mediocre platformer churned out with the aid of a popular cartoon license. Generic? I don't think so.

Visually, Smurfs' Nightmare is up there with the best. The colours are rich and varied, the backgrounds moody, extremely diverse, and always ideally suited to the theme of the level.



There are no real effects as most things remain static, but the overall look is impressive with some lovely detailed animation for all of the well-sized characters. The village sections also feature some beautiful use of parallax scrolling, giving the graphics a lot of depth. The layers of sky and ground move at different speeds to the greenery and the houses, creating an effect similar to that used in Super Nintendo platformers.

Overall, the game looks superb, being both clear and colourful, though it is disappointing that the parallax scrolling could not have been used on some of the actual levels. Anyone looking for a new platformer to add to their collection could do a lot worse than some Smurf style lovin'.



PUBLISHER: OZI SOFT
GENRE: PLATFORM
RELEASE: NOW
PRICE: \$59.95

OVERALL

85%

Armorines: Project S.W.A.R.M.

Infinite ammunition

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "SORTED" as a code

Hive Fodder in multiplayer mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "UGLY" as a code. Note: Multiplayer mode character codes may only be used one at a time.

Volcano Guard in multiplayer mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "RUBBER" as a code. Note: Multiplayer mode character codes may only be used one at a time.

All weapons

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat" then enter "LOADED" as a code.

Egypt Fodder in multiplayer mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "CLAW" as a code. Note: Multiplayer mode character codes may only be used one at a time.

All Level Access

At the cheat menu go to Enter Cheat and enter "SKIPPY". You will be allowed to go to any level at any time (If on a mission, abort mission and select the level of choice).

Wire frame mode

Pause the game. Select "Cheats" at the pause menu. Then enter "SKETCHY" as a code.

God Mode

To unlock God mode, go to the cheat menu and type in 'GODLY'.

Hive Guard in multiplayer mode



Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "LEGGY" as a code. Note: Multiplayer mode character codes may only be used one at a time.

Female Trooper in multiplayer mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "GODDESS" as a code. Note: Multiplayer mode character codes may only be used one at a time.

Invisibility

Press start and go to the cheats menu. Enter HIDEANDSEEK

Run faster

Pause the game. Select "Cheats" at the pause menu. Then enter "SONIC" as a code to run nearly twice as fast.

Second Level Access

In the main menu go to the "password" icon, enter "pntnnp".

All Cheats Unlocked

Go to the cheat menu and Enter Cheat menu. Enter in the code

GOLDENPIE. This will allow you to have all cheats on the cheat menu.

Ready 2 Rumble

\$500 Rumble mass nutrition cheat

When you are trying to bulk up your rumble boxer and are short on cash but want to give them the big stuff, try this. First, when you are training your boxer, go over the rumble aerobics. Quickly press Left and then the A button. If you've done it correctly you should have gotten your mass nutrition for the price of a rumble aerobics training lesson - \$500.

Bronze Class boxers

Enter "BRONZE" as a Gym name in Championship mode. Exit Championship mode and enter Arcade mode to unlock Kemo Claw.

All characters at bronze level

In championship mode name your gym "bronze" and you will have

everyone at the bronze level. You will also have Kemo Claw in Arcade mode.

Bonus characters

To earn a bonus character, you must win the title fight for either the Gold, Silver or Bronze belt. Thereafter, a new character will be selectable in both Championship and Arcade modes.

Silver Class boxers

Enter "SILVER" as a Gym name in Championship mode. Exit Championship mode and enter Arcade mode to unlock Bruce Blade. (Cheat also unlocks Kemo Claw.)

Championship Class boxers

Enter "CHAMP" as a Gym name in Championship mode. Exit Championship mode and enter Arcade mode to unlock Damien Black. (Cheat also unlocks Kemo Claw, Bruce Blade and Nat Daddy.)

Gold Class boxers

Enter "GOLD" as a Gym name in Championship mode. Exit Championship mode and enter



Arcade mode to unlock Nat Daddy. (Cheat also unlocks Kemo Claw and Bruce Blade.)

Rumble mode combos

Acquire the letters "R-U-M-B-L-E" during a round. Then press A + B to initiate the fighter's Rumble combination. (Note: For additional potency, press down-C + right-C while in Rumble mode.)

Taunts

During a match just hold C-up and C-right, or C-down and C-left and the boxer will taunt the opponent.

Resident Evil 2

Super Stamina

For limited invulnerability, mix the green, blue and red herbs in that order. You MUST mix the herbs in that order, or they will not work. Green and Blue MUST be mixed together first, then you add the red herb.

Rocket Launcher with Infinite Ammo

Beat scenario A on NORMAL dif-

ficulty with either Leon or Claire in under 2 1/2 hours with an "A" ranking. After you accomplish that, save your game and the zombie destroyer will be located in your storage box.

Change Costumes

To change Leon's or Claire's costumes, choose "normal" skill level, start the game, go to the Racoon PD gate right after the bus.) DO NOT PICK UP ANYTHING ALONG THE WAY. After the gate, go down the stairs that you see in front of you, and you'll see a yellow vested zombie that wasn't there before: pop a couple bullets in him and when he falls down, go up to him and pop a couple more into him. Reach down after he's dead and you'll receive a "special key". Bring the key to the dark room and use the key to open the police locker.

Rocket - Robot on Wheels

Secret Entrance in Clowny Island

I have some good news and bad news. The bad news is that you can't get in BEE-WARE. The good news is there is another way. Go into the dunes and once you're down the ramp, go right. You'll find a stick with bees. Go in it.

Toy Story 2

Unlimited Lives Trick

First give potato head his ear and get the cosmic shield. Then go to Al's Penthouse. Run into the shield. Then run to the fireplace and get the extra life inside of it. Then exit the level. Re-enter Al's Penthouse and repeat the process to get the extra life as many times as you want.

Beat the Slime Boss

On the Slime boss level, everytime you shoot the slime monster it shrinks down into his trash can. Shoot the slime monster until its whole body is in the trash can, it will loose energy by doing this but each time it goes down into the trash can, the slime monster gets bigger so it takes more time to

shrink it down. Just get it down in the trash can about four times, then it will die.

Beat the Attic Robot

Inside Andy's house (in the attic) there is a robot you need to beat to get a pizza planet token. Your laser won't hurt him so you need to make him chase you until he needs to recharge. Then use your spin attack on him. He will start chasing you again. Repeat the process until the robot is dead.

Beat the Plane boss

The best way to do this is to go into helmet mode, charge your lazer and when the plane gets close enough to lock on, fire. This does the most damage and the plane can be killed in 3 hits using this technecque.

Beat RC without Rocket Skates

In the neighbourhood level, when the race with RC begins, follow the track as normal. As soon as you see RC behind you, do your spin attack (down-C) and RC will briefly stop. This will give you enough time to take the lead again. Keep doing this and you will win the race.

Tin Soldier

In Andy's house, go to the garage and go on the top of the van and get the green stick. Then go up stairs and up the beanstalk, then jump on the table and the string. When in the attic, go on the boxes and keep running around. When he winds up hit him with your green laser 3 times.

Beat the Jackhammer Boss

To beat the jackhammer boss, you must first get the disk launcher by giving Mr. Potato-head his eye (which can be found on the building). You must also get to the top of the building that is under construction in the construction zone. Once you have reached the top, the boss will start to follow you. There are two ways of beating him. One is to run around and when he gets far enough, turn around and shoot disks at him. The other is, when he starts to fol-

low you, jump on one of the tower crane structures moving back and forth. He can't hurt you and you can just sit and shoot him.

Supercross 2000

Unlock All Bikes

Go to the cheat menu and enter the code ALLBIKES.

WWF Wrestlemania 2000

Appearance by The Brood

Choose Edge and Christian with The Brood music and video. Then, place Gangrel in a tag match with Edge or Christian. They will appear together with "The Brood" displayed. However, Edge and Christian will not appear together in any other matches.

Appearance by The Corporate Ministry

Choose Vince, Shane, or The Undertaker with The Corporate Ministry music and video to make them appear together in a tag match with "Corporate Ministry" displayed.

Appearance by D-generation-X

Choose X-pac and HHH with the DX music and video to make them appear together in a tag match with "D-generation-X" displayed.

Appearance by Mark Henry and D'Lo Brown

Choose Mark Henry with the D'Lo Brown music and video to make them appear together in a tag match.

Austin's Smokin' Skull Belt

To get the Smoking Skull Belt for use in the create-a-belt option, win Road to Wrestlemania with Austin.

Blur Effect

When in the Create-A-Wrestler mode, go to the moves section.



When you preview the move, hold Right-C button and you will see a blur effect.

Create Goldberg

The character creation is so good in this game that you can make Goldberg. THQ even left in the JackHammer and renamed it the Sledgehammer. All of his taunts are there too.

Finishing moves

Get in tie-up and move the Analogue stick while the spirit meter is in "Special".

Get Al Snow's head weapon

When playing a singles match, pick Al Snow and go outside the ring. Press Up-C and you will get the mannequin head

Get Bossman's nightstick

Choose the Big Bossman. Go to the crowd and press Up-C and he will pick up a night stick.

Get Jeff Jarret's guitar weapon

Start a game as Jeff Jarret. Once you have started, leave the ring and stand next to the crowd. Now press

C-Up and he will grab his guitar.

Get Prince Albert's tattoo kit weapon

Fight as Prince Albert and grab a weapon out of the crowd by pressing C-Up.

Get a guitar weapon as Debra

Play as Debra and step out of the ring when the match has started and go to the black out lining on the outside of the ring and press C-Up. When she pulls a weapon out of the crowd it will be a guitar and every time you do that it will be a guitar.

Have Pyros in Your Entrance

In the create-a-character mode, when you're naming your character, put the words, "Macho Man" in his name, and he will come out with pyros.

Listen to character's entire intro song

While a character is walking to the ring press start and you can listen to their entire theme song.

Manager Assistance

Your manager can help fight if your

wrestler is the first person in the ring. Hold C-Up + C-Down + Z on controller three to have your manager be controlled by player three. If your wrestler is the second person in the ring, hold C-Up + C-Down + Z on controller four. Note: This only works for single matches.

Manager Interference

Start a one-on-one match and select a wrestler who has a manager/valet. Select an opponent who does not have a manager/valet. Then, start the match and wait for a run-in for the opposing wrestler. After the new wrestler enters the ring, your manager will jump into the match and beat up the interfering wrestler.

Obtain a weapon

Go to the side barricade, then face the crowd and press C-Up.

Quick Stephanie McMahon

Go to edit and select original character. Then clone Debra. Change her ring attire to 7. Then you should have Stephanie McMahon.

Random Character Selection

To choose a character at random,

press C-Down at the character selection screen.

Steal opponent's finishing move

Strong grapple your opponent while your Attitude meter is flashing, then press the Analog-stick in any direction while simultaneously pressing A + B to humiliate your opponent by smacking him or her around with their own move.

Steal opponent's taunt

Spin counter clockwise on the analogue stick and you will do one of your opponent's taunts.

View Entrance Costumes

Select a wrestler, then return to the character selection screen and highlight that wrestler again. The wrestler will be dressed in his entrance costume.

Appearance by the Headbangers

Edit "Chaz". Change his clothes to "Thrasher", name him "MOSH" (case sensitive) and change his theme and video to the Headbangers. Then when Mosh and Thrasher appear together, they will appear as the Headbangers.

Appearance by the New Age Outlaws

You can have Billy Gunn come out with the Road Dogg by changing his titantron and entrance to the Road Dogg. When they appear, the game will say "New Age Outlaws".

Appearance by the Union

Place Show, Mankind, Ken Shamrock, or Test with the Union music and no video to make them appear together in a tag match with "Union" displayed.

Play As Managers

When you are in the start of the match plug a controller into the 3rd or 4th player slot and hold "Z"

on one of the controllers for about 5 seconds. You will be able to wrestle as the managers.

Play as Cactus Jack

Begin Road To Wrestlemania with any character and win the hard-core title. Defend it a few times and Cactus will come out and reveal himself as a hidden character.

Play as Jim Ross & Jerry Lawler

Begin Road To Wrestlemania with any character and make it to Wrestlemania. Before the action begins, JR and JL will introduce themselves and also become selectable characters.

Play as Paul Bearer

Begin Road To Wrestlemania with The Undertaker. After several matches, Paul will eventually accompany you to the ring and become a playable character.

Play as Shawn Michaels (HBK)

Begin Road To Wrestlemania and make it to Wrestlemania. Either defend or win the WWF title and Shawn will challenge you. If you win, he will become a selectable character.

Play as Stephanie McMahon

Begin Road To Wrestlemania with Test. After several matches, Stephanie will eventually accompany you to the ring and become a playable character.

Quick Dude Love

To get Dude Love, go to edit and then go to an original character and clone Mankind. Then change his ring attire to 62 and his upper body to 46. Then change his mask/etc to 3. Then change his name to Dude Love in full name and in nickname. Congrats, he's yours.

MEGA CHEATS

PlayStation

- 001 Ace Combat 2
- 002 Actua Soccer 2
- 003 Actua Soccer 3
- 004 Adidas Power Soccer
- 005 Advan racing
- 006 Allen Trilogy
- 007 Akali The Heartless
- 008 Alone in the Dark 2
- 009 Andrei Racing
- 010 Anamatics: Ten Pin 2
- 011 Apocalypsa
- 012 Armoured Core
- 013 Armoured Core 2
- 014 Army Men 3D
- 015 Aryston Senna Kart Duel
- 016 Assault Rigs
- 017 Asteroids
- 018 Auto Destruct
- 019 Azure Dreams
- 020 B Movie
- 021 Battle Arena Tosh 3
- 022 Battle Arena Tosh 2
- 023 Beast Wars: Transform
- 024 Bio Freaks
- 025 Blast Chamber
- 026 Blast Radius
- 027 Blast
- 028 Blood Omen
- 029 Bloody Roar
- 030 Bloody Roar 2
- 031 Bomberman world
- 032 Brain Dead 13
- 033 Brigadine
- 034 Bubsy 3D
- 035 Bushido Blade 2
- 036 Bust-a-Groove
- 037 Bust-a-Move 4
- 038 C: Contra Adventure
- 039 Capcom Gen. 1
- 040 Capcom Gen. 2
- 041 Cardinal Sin
- 042 Cart World Series
- 043 Chocobo Racing
- 044 Circuit Breakers
- 045 Coda Name: Tenka
- 046 Colin McRae rally
- 047 Colonisation
- 048 Colony Wars
- 049 Colony Wars: Yong
- 050 Command & Conquer
- 051 C & C: Red Alert
- 052 Contender
- 053 Contra: Legacy of War
- 054 Cool Boarders 2
- 055 Cool Boarders 3
- 056 Courier Crisis
- 057 Crash Bandicoot 1
- 058 Crash Bandicoot 2
- 059 Crash Bandicoot 3
- 060 Crash Team Racing
- 061 Croc: Legend
- 062 Crusader: No Remorse
- 063 Cybersold
- 064 Dark Forces
- 065 Dead in the Water
- 066 Dead or Alive
- 067 Death Trap Dungeon
- 068 Decent
- 069 Defcon 5
- 070 Destrega
- 071 Destruction derby 2
- 072 Duke Nukem: Meltdown
- 073 Dynamite Boxing
- 074 Elemental Gearbolt
- 075 Eliminator
- 076 ESPN Extreme Games
- 077 Everybodys Golf
- 078 FFA 98
- 079 FFA 99
- 080 Fighting Force
- 081 Fighting Illusion: K1-Rev
- 082 Final Doom
- 083 Final Fantasy 7
- 084 Fisherman's Bait: A Bass
- 085 Formula 197
- 086 Formula 198
- 087 Formula Karts
- 088 Forsaken
- 089 Frizzy
- 090 Future Cop L.A.P.D.
- 091 G Darius
- 092 G Police
- 093 Ger: Enter the Gecko
- 094 Gex 3: Deep Cover Gecko
- 095 Ghost in the Shell
- 096 Gran Turismo
- 097 Grand Theft Auto 2
- 098 Grand Tour Racing 98
- 099 Guilty Gear

- 100 Heart Of Darkness
- 101 Hot Shots Golf
- 102 I.S. Soccer Pro 98
- 103 Independence Day
- 104 Indy 500
- 105 J. McGrath Super X 98
- 106 Jet Moto 3
- 107 Judge Dredd
- 108 K-1 Arena Fighters
- 109 Kagero Deception 2
- 110 Kiona
- 111 KnockOut Kings
- 112 Krazy Ivan
- 113 Kula World
- 114 LEGEND
- 115 Libro Grande
- 116 M.K. 4
- 117 M.K. Mythology
- 118 M.K. Trilogy
- 119 Madden NFL 99
- 120 Madden NFL 98
- 121 Mass Destruction
- 122 Max Force
- 123 Max Power Racing
- 124 MDK
- 125 Medievil
- 126 Megaman: Legends
- 127 Mervel's Hero's V's St. Fight
- 128 Metal Gear Solid
- 129 Metal Slug
- 130 Micro Machines V3
- 131 Military Madness
- 132 Monster Trucks
- 133 Moto Racer
- 134 Moto Racer 2
- 135 Moterhead
- 136 Mission Impossible
- 137 N20 - Nitrous oxide
- 138 Nascar 98
- 139 Nascar 2000
- 140 NBA Live 98
- 141 NBA Live 99
- 142 NBA Shoot Out 98
- 143 Need for Speed 2
- 144 Need for Speed 3
- 145 Need for Speed: High Stakes
- 146 NFL Blitz
- 147 NFL Gameday 99
- 148 NHL 98
- 149 NHL 99
- 150 NHL Face Off 98
- 151 NHL Powerplay 98
- 152 Ninja: Shadows
- 153 Nuclear Strike
- 154 O.D.T.
- 155 Oddworld: Abe's Exodus
- 156 Oddworld: Abe's Odd
- 157 One
- 158 Pandemonium 1
- 159 Pandemonium 2
- 160 Parasite Eve
- 161 Parrappa The Rapper
- 162 Pit Fall 3D
- 163 Pocket Fighter
- 164 Porsche Challenge
- 165 Poy Poy
- 166 Psybadeck
- 167 Rampage 2: Universal
- 168 Quake 2
- 169 R-Types
- 170 Rally Cross
- 171 Rally Cross 2
- 172 Rally de Africa
- 173 Ridge Racer Rev.
- 174 Rival Schools
- 175 Riven: Sequel to Myst
- 176 Road Rash 3D
- 177 Rollo
- 178 Rouge Trip: 2012
- 179 Regrats: Search Reptar
- 180 Running wild
- 181 SCARS
- 182 Shadow Master
- 183 Shane Warne 99
- 184 Side Pocket 3
- 185 Silent Hill
- 186 Sim City 2000
- 187 Skull Monkeys
- 188 Small Soldiers
- 189 Smash Court 2
- 190 Soul Blade
- 191 Soviet Strike
- 192 Spice World
- 193 Spyro the Dragon
- 194 Star Wars: Masters Of The Force
- 195 Steel Rain
- 196 Street Fighter Alpha 3
- 197 Street Fighter Coil 2
- 198 Street Fighter X-Alpha

- 199 Street Racer
- 200 Street Sk8er
- 201 Syphon Filter
- 202 Tarzan
- 203 Tekken 2
- 204 Tekken 3
- 205 Ten Pin Alley
- 206 Tenchu
- 207 Test Drive 4
- 208 Test Drive 5
- 209 Test Drive Off Road
- 210 Test Drive Off Road 2
- 211 Tetris Plus
- 212 The Fifth Element
- 213 The Last World
- 214 The Undeity War
- 215 Theme Hospital
- 216 Theme Park
- 217 Thrill Kill
- 218 Thunder Force 5
- 219 Tiger Woods 99
- 220 Time Crisis
- 221 Tobal 2
- 222 Toca Touring Car
- 223 Toca Touring Car 2
- 224 Tokyo Highway Battle
- 225 Tomb Raider
- 226 Tomb Raider 2
- 227 Tomb Raider 3
- 228 Tomba!
- 229 T. Mahjong World Rally
- 230 Treasures of the Deep
- 231 Triple Play 98
- 232 Triple Play 99
- 233 Twisted Metal 2
- 234 Twisted Metal 3
- 235 V-Rally
- 236 V's
- 237 Vigilante 8
- 238 VMX Racing
- 239 VR Powerbeat Racin
- 240 War Games: Defcon 1
- 241 WarCraft 2
- 242 Warhammer
- 243 WCW Nitro
- 244 WCW/WWF Thunder
- 245 WCW V's The World
- 246 Wipeout 3
- 247 Wild Arms
- 248 Wipeout 2097
- 249 WWF In Your House
- 250 WWF War Zone
- 251 Xena: Warrior Princess
- 252 NHL 99
- 253 NHL Breakaway 98
- 254 NHL Breakaway 99
- 255 Nightmare Creatures
- 256 Offroad Challenge
- 257 Quake 64
- 258 Quake 2
- 259 Road Rash 64
- 260 Rainbow 6
- 261 Robotron X
- 262 Rush 2: Extreme Racing USA
- 263 S.C.A.R.S.
- 264 Fighting Force 64
- 265 WWF Attitude
- 266 Superman
- 267 Star Wars: EP 1 Racer
- 268 Star Wars: Rogue Squadron
- 269 Star Wars: Shadows
- 270 Super Smash Brothers
- 271 Supercross 2000
- 272 Top Gear Overdrive
- 273 Top Gear Rally
- 274 Turak
- 275 Turak 2
- 276 Turak Rage Wars
- 277 Vigilante 8
- 278 Aero Gauge
- 279 Wane Grotski 3D 98
- 280 WCW / NWO Revenge
- 281 FFA 98
- 282 World Driver Championship
- 283 WCW Mayhem
- 284 DreamCast
- 285 Aero Dancing
- 286 Air Force Delta (new)
- 287 A-Life
- 288 Blue Stinger
- 289 Buggy Beat (new)
- 290 Daytona USA 2
- 291 Evolution
- 292 Get Bass
- 293 Godzilla Generation
- 294 House of the Dead 2
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Win amazing



WINNERS from issue #24

Major prize winners:

▼
Bede Healy North, ACT
Michael Dzakie, VIC
Mr. J R Parker, NSW
Phillip Ziogas, NSW
Lisa Halfyard, VIC

Runners up:

▼
Trent Conroy, NSW
David Forward, NSW
Scott Ruckin, QLD
Umar Ghani, NSW
Nile Robbins, WA
Adam Leung, VIC
Dane Little, NSW
Leon Cresswell, WA
Daniel Moore, NSW
Benjamin Guerin, SA

Playcorp have generously organised 10 brilliant racing packs for your N64. All the lucky winners will be kicking back with a copy of the awesome racer, Top Gear Hyperbike. All you have to do to enter is subscribe.

Terms & Conditions: 1. Entry is open to all residents of Australia & New Zealand except employees and the immediate families of Next Publishing Pty Ltd and its agencies associated with the promotion. Only entries completed with these Terms and Conditions will be eligible. Method of entry is by subscribing to N64 Gamer Magazine issue 25 only. 2. Competition begins at 9am 1st March 2000 and entries close at 6pm 31st March 2000. 3. In determining eligibility the judge's decision is final and no correspondence will be entered into. 4. Winners will be drawn at 9am on the 26th April 2000 at Next Publishing Pty Ltd, 78 Renwick Street, Redfern NSW 2016. 5. Prizes must be taken as offered and are not redeemable for cash. The promoter cannot be held responsible for lost or misdirected mail. 6. Ten winners will each receive a copy of Top Gear Hyperbike for the N64, valued at \$99.95. The total prize is valued at RRP \$999.50. 7. Winners will be notified by mail and results published in the June issue of N64 Gamer magazine on sale 26th April 2000. 8. The promoter is Next Publishing Pty Ltd ACN 002 647 645 of 78 Renwick Street, Redfern, NSW, 2016. TP Pending

racing packs

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N64 Gamer

Buyer's Guide



The essential N64 checklist. Don't buy anything without checking its score here first.

INDEX



Essential Purchase

Good Buy

Not Bad

40 Winks



Reviewed issue #22
3D Platform • ↑↑ **Overall 79%**
GT Interactive • Rumble • \$99.95
• Vibrant and crisp visuals, interesting locations, two player co-operative gameplay (letting you run anywhere) and a variety of different characters you can change into, make this an above average platformer.

1080 Snowboarding



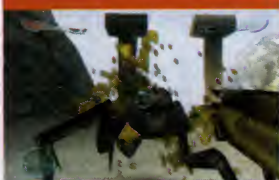
Reviewed issue #5
Racing • ↑↑ **Overall 93%**
Nintendo • Rumble • \$99.95
• One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics make this game a dream to look at and it handles just like you'd expect a real snowboard to feel. A definite purchase, even for those who don't like the sport.

All Star Baseball 2000



Reviewed issue #16
Baseball • ↑↑↑↑ **Overall 91%**
Acclaim • Rumble • \$99.95
• This is probably the best sports game on the N64. Incredible visuals, detailed options, near-perfect gameplay and the new replay mode make this a great experience. Fantastic.

Armorines



Reviewed issue #24
Shooter • ↑↑↑↑ **Overall 78%**
Acclaim • Rumble • \$99.95
• The shooting action is adequate, if a little dull, and the control is slippery but it looks nice and it's not a bad shooter. The problem is that there are at least five better shooters available.

Army Men: Sarge's Heroes



Reviewed issue #22
Shooter • ↑↑↑↑ **Overall 82%**
Nintendo • Rumble • \$99.95
• There are plenty of tough objectives and meaty weapons to make this toy soldier shooter highly enjoyable. Be warned that the sluggish controls make it more about thinking than reflexes.

Automobili Lamborghini

Reviewed issue #01
Racing • ↑↑↑↑ **Overall 81%**
GT Interactive • Rumble • \$99.95
• Slick visuals and solid gameplay. Unfortunately, twitchy controls and a lack of real speed prevent this from being a great game. Still, it's a lot better than most N64 racers.

Banjo-Kazooie



Reviewed issue #07
3D Platformer • ↑ **Overall 95%**
Nintendo • Rumble • \$79.99
• One of the best looking and

most enjoyable games. Huge, beautiful 3D worlds are full of simple and complex tasks that will see players glued to this game for weeks on end.

BattleTanx: Global Assault



Reviewed issue #23
Shooter • ↑↑↑↑ **Overall 75%**
3DO • Rumble • \$99.95
• It offers solid multiplayer action and a cool theme about a future world fighting over the handful of remaining women, but the graphics are lame and the single player game is boring.

Beetle Adventure Racing



Reviewed issue #15
Racing • ↑↑↑↑ **Overall 91%**
Electronic Arts • Rumble • \$79.95
• That's right boys and girls. There's a new best racer in town. It may lack the high performance cars but it does however have a lot of a small word called "fun".

Bio Freaks

Reviewed issue #06
Fighting • ↑↑ **Overall 63%**
GT Interactive • No Rumble • \$99.95
• One of the most violent and bloodthirsty games on any console, Bio Freaks is an average mix of air and land-based 3D fighting.

Body Harvest



Reviewed issue #09
3D Shooter • ↑ **Overall 68%**
Gremlin • Rumble • \$99.95
• On your time travelling, alien slaying mission you get to control over 60 different vehicles. Nice ideas are ruined by the game's sloppy 3D engine.

Buck Bumble



Reviewed issue #09
3D Shooter • ↑↑ **Overall 71%**
Ubi Soft • No Rumble • \$99.95
• The game provides a great mix of 3D flying and shooting action. It's not as good as Lylat Wars but fans of the genre will enjoy it.

Carmageddon



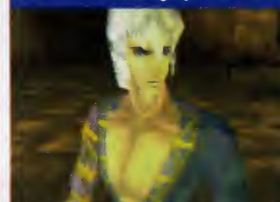
Reviewed issue #16
Racing • ↑↑ **Overall 81%**
Ozisoft • Rumble • \$99.95
• There's some great fun to be had making messy roadkill of the various zombies and some of the weapons are a laugh but the novelty value does tend to wear off quickly.

Castlevania



Reviewed issue #14
3D Platformer • ↑ **Overall 87%**
GT Interactive • Rumble • \$99.95
• Konami have updated their classic 2D platforming gameplay by introducing an epic quest and a sprawling 3D world to explore.

Castlevania: Legacy of Darkness



Reviewed issue #25
3D Platformer • ↑ **Overall 85%**
GT Interactive • Rumble • \$99.95
• Last year's Castlevania title lacked long-term appeal. With a couple of new levels and three new characters to use, this game is a much more worthwhile game (not if you already have the original though).

Chopper Attack



Reviewed issue #08
3D Shooter • ↑ **Overall 65%**
Midway • Rumble • \$99.95
• The 3D version of the Desert Strike series, Chopper Attack features good 'shoot 'em up gameplay', but lacks anything really exciting.

Command & Conquer



Reviewed issue #19
Strategy • ↑ **Overall 79%**
Nintendo • Rumble • \$99.95
• A perfect conversion of the PC classic. C&C lets you control an entire army. Although a little fiddly with the analogue stick, this game is well worth the purchase for strategy buffs.

Crusin' World

Reviewed issue #08
Racing • ↑↑↑↑ **Overall 69%**
Nintendo • Rumble • \$79.95



Donkey Kong 64

Overall **98%**

#23 • 3D Platform • ↑↑↑↑ • Nintendo • Rumble • \$79.95

Banjo was an enjoyable clone of Mario, but with DK 64 there is no doubt that Rare has surpassed Nintendo's classic by immense proportions. The graphics are absolutely stunning, the worlds are immense and controlling five main characters (packing weapons) ensures that this game will keep you glued for a long time. There's also a highly enjoyable multiplayer mode. Unbeatable gaming fun!

• Better than the original Crusin' USA in every way. Smoother graphics, better gameplay and more tracks... Still, the game is a bit of a bore.

Destruction Derby 64



Reviewed issue #23
Racing • ↑↑↑↑ Overall **75%**

GT Interactive • Rumble • \$99.95

• Choppy frame rates and non-existent AI prevent this PlayStation conversion from being a hit. Still, the graphics are detailed and smashing the cars is fun in the short term.

Diddy Kong Racing



Reviewed issue #01
Racing • ↑↑↑↑ Overall **92%**

Nintendo • Rumble • \$79.95

• DKR's single player game surpasses Mario Kart's in every way but, unfortunately, the multiplayer mode doesn't offer anywhere near as much fun. A

great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game.

Duke Nukem: Zero Hour



Reviewed issue #19
3D Shooter • ↑↑↑↑ Overall **83%**

GT Interactive • Rumble • \$99.95

• Duke Nukem tries it Lara Croft style in his new 3rd-person adventure. The game's Duke-humour is rife with sexual innuendo and an abundance of blood letting. Cool!

Earthworm Jim 3D



Reviewed issue #23
3D Platform • ↑ Overall **69%**

Interplay • Rumble • \$99.95

• The game has an off-beat story and objectives but the graphics are ordinary and the

platform action is surpassed by many other games. The camera can also be very painful at times.

Extreme G 2



Reviewed issue #10
Racing • ↑↑↑↑ Overall **71%**

Acclaim • Rumble • \$99.95

• As a racing game Extreme G 2 is beaten by Wipeout and F-Zero X in every single aspect. Graphics, gameplay and sound are inferior, but there's some appeal to be found for fans.

F1 World Grand Prix 2



Reviewed issue #19
Racing sim • ↑↑ Overall **92%**

Paradigm • Rumble • \$99.95

• Basically a clone of its prequel, this racer boasts very few unique or new features. That said, this game's worth the purchase for anyone who doesn't own the original.

F-Zero X



Reviewed issue #08
Racing • ↑↑↑↑ Overall **92%**

Nintendo • Rumble • \$99.95

• Fast, furious gameplay combined with the smoothest visuals in any racing game on the N64 (60 frames per second) make this one hell of a ride. The multiplayer mode is brilliant.

FIFA '99



Reviewed issue #13
Soccer • ↑↑↑↑ Overall **90%**

Electronic Arts • Rumble • \$99.95

• Beautiful hi-res graphics, smooth control, a huge list of options and excellent sound make FIFA '99 the best soccer game for the N64.

Fighters Destiny

Reviewed issue #02
Fighting • ↑↑ Overall **82%**

Roadshow • Rumble • \$99.95

• The game has plenty of fighting action but it lacks flashy moves. Only consider it if you've got Mace and MK4.

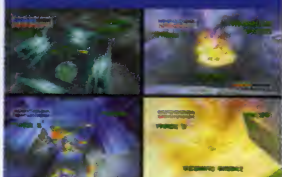
Fighting Force

Reviewed issue #18
Fighting • ↑↑ Overall **68%**

Nintendo • Rumble • \$99.95

• The idea of a scrolling 3D beat 'em up is a great idea, but sluggish and repetitive gameplay make this a tedious experience. Steer Clear.

Forsaken



Reviewed issue #04
3D Shooter • ↑↑↑↑ Overall **83%**

Acclaim • Rumble • \$99.95

• Forsaken is an enjoyable blast fest that takes you through a robot-controlled future. However, the gameplay doesn't compete with the likes of Goldeneye and Turok 2.

Gauntlet Legends



Reviewed issue #20
Adventure • ↑↑↑↑ Overall **91%**

Nintendo • Rumble • \$99.95

• One of the best titles to grace the N64 since Goldeneye. A game which allows four player cooperative play and the ability to save and develop characters. An essential buy.

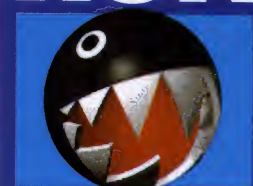
Gex

Reviewed issue #09
3D Platform • ↑ Overall **61%**

GT Interactive • No Rumble • \$99.95

• In the land of Marios and Banjos, Gex doesn't really size up. 3D graphics that can only be labelled as ordinary and the gameplay's fairly monotonous.

RUN



AWAY!

Below is a list of games that you should not buy under any circumstances

A Bug's Life	58%
Airboarders 64	53%
All Star Tennis	59%
Asteroids Hyper 64	57%
Bass Hunter 64	52%
Bass Masters	53%
Bombberman Hero	43%
California Speed	54%
Chameleon Twist 2	49%
Chef's Luv Shack	52%
College Hoops	23%
Dual Heroes	18%
GASP	19%
Golden Nugget	29%
Holy Magic Century	53%
Knife Edge	32%
Milo's Astro Lanes	58%
NASCAR 2000	51%
NBA Pro '98	56%
NHL Pro '98	52%
Paperboy 64	31%
Off Road Challenge	44%
Rampage 2: Universal Tour	43%
Rugrats	28%
Shadowgate	33%
Starshot	37%
Superman 64	26%
Twisted Edge Snowboarding	31%
Virtual Pool	38%
WCW Nitro	17%
Wrecking Balls	49%

Gex 3: Deep Cover Gecko



Reviewed issue #22
3D Platform • ↑ **Overall 66%**
Ozisoft • Rumble • \$99.95
 • A very limited amount of moves, simplistic controls and irritating wisecracks make this a very dull experience.

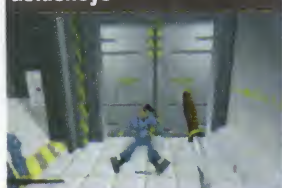
Glover

Reviewed issue #11
3D Platform • ↑ **Overall 83%**
Nintendo • No Rumble • \$99.95
 • The aim of this original platformer is to collect magic balls in each level, then use the glove's various tricks to make your way to the exit. Too frustrating.

Goemon 2

Reviewed issue #15
Platform • ↑↑ **Overall 75%**
GT Interactive • Rumble • \$99.95
 • The 2D platforming action is enjoyable but it won't appeal to players brought up on a diet of mind-blowing 3D extravaganzas.

Goldeneye



Reviewed issue #01
3D shooter • ↑↑↑↑ **Overall 99%**
Nintendo • Rumble • \$49.95
 • The classic 1st-person Shooter that started all the excitement. Mission Impossible and Turok 2 have tried with some success to capture its brilliance but after the dust settles, the truth is: this is still the best action game on the N64. Covert spy techniques and sneaky Bond gadgets draw you into the most enjoyable gaming experience ever. An essential purchase for anyone with two hands.

Hybrid Heaven



Reviewed issue #21
Adventure • ↑ **Overall 81%**
GT Interactive • Rumble • \$99.95
 • It has great ideas, like

enhancing the strength of body parts according to the moves you choose, and the turn based fighting offers a lot of possibilities, but ultimately it's a bit frustrating and over too quickly.

Int. Superstar Soccer '98

Reviewed issue #08
Soccer • ↑↑↑↑ **Overall 89%**
GT Interactive • Rumble • \$79.95
 • It's not as good as FIFA '99 but the solid gameplay and features like Team Edit provide some interest.

Ken Griffey Jr's Slugfest

Reviewed issue #17
Baseball • ↑↑↑↑ **Overall 61%**
Nintendo • Rumble • \$99.95
 • ASB 2000 is still easily the best baseball game but if you want to have another hit; try this.

Knockout Kings 2000

Reviewed issue #23
Boxing • ↑↑ **Overall 76%**
Electronic Arts • Rumble • \$99.95
 • A serious boxing game is a difficult genre to make enjoyable and this game's poor graphics and uninspired gameplay make it a boring purchase.

Lego Racers



Reviewed issue #23
Racing • ↑↑ **Overall 84%**
Nintendo • Rumble • \$99.95
 • Imaginative weapons and a great toy theme make this a solid clone of Mario Kart. While the ability to use Lego blocks to build your own cars is great, the lack of a four player mode is a big disappointment.

Lode Runner 3D

Reviewed issue #16
Puzzle • ↑ **Overall 66%**
Ozisoft • Rumble • \$99.95
 • I can't say that there's anything too exciting here but the game does retain some of the addictive gameplay of the computer classic.

Lylat Wars



Reviewed issue #01
3D shooter • ↑↑↑↑ **Overall 91%**
Nintendo • Rumble • \$99.95
 • The graphics are slick, there is a good variety of vehicles and levels to keep you interested and the multiplayer mode is quite enjoyable.

Mace: The Dark Age

Reviewed issue #01
3D Fighter • ↑↑ **Overall 84%**
GT Interactive • No Rumble • \$99.95
 • Mace has some great looking characters and backgrounds.



Jet Force Gemini

Overall 95%
#22 • Shooter • ↑↑↑↑ • **Nintendo** • Rumble • \$79.95
 • Rare's typical perfection ensures that this science fiction movie styled title plays like a dream. Three main characters, incredible weapons, a huge adventure and millions of aliens to use for target practice, make this an awesome experience. Very tough though.

The combo system is a little lacking but the gore more than makes up for it.

Madden NFL 2000



Reviewed issue #21
Sports • ↑↑↑↑ **Overall 87%**
Electronic Arts • Rumble • \$99.95
 • This game has improved vastly since last year's effort. The graphics are much crisper and it boasts the most realistic and detailed football gameplay ever.

Magical Tetris Challenge

Reviewed issue #14
Puzzle • ↑↑ **Overall 79%**
Capcom • Rumble • \$99.95
 • Capcom have thrown in the Disney cast to make it appear to be something new but it's still just a regular game of Tetris.

Mario Golf

Reviewed issue #20
Sports • ↑↑↑↑ **Overall 86%**
Nintendo • Rumble • \$99.99
 • Mario Golf can be enjoyed by all gamers, not only golfing nuts. It's got realistic physics, innovative modes of play and great visuals. Don't expect anything amazing, though.

Mario Kart 64



Reviewed issue #1
Racing • ↑↑↑↑ **Overall 94%**
Nintendo • No Rumble • \$49.95
 • This oldie is still a damn goodie as far as gaming fun on the N64 is concerned. The single player racing action is a little shallow, but plug in the extra pads and few other games on the N64 shine as much as Mario Kart in terms of multiplayer fun. At \$49.95, if you don't have this game you should be taken out and beaten!

Mario Party



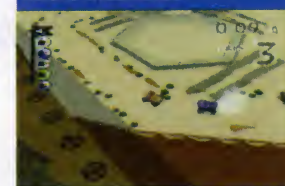
Reviewed issue #14
3D Boardgame • ↑↑↑↑ **Overall 86%**
Nintendo • Rumble • \$99.95
 • Four players can compete in a series of mini-games. It's good fun when you have a group of friends around but as a single player game it lacks any lasting appeal.

Mario Party 2



Reviewed issue #25
3D Boardgame • ↑↑↑↑ **Overall 80%**
Nintendo • Rumble • \$79.95
 • Mario Party 2 is full of plenty of enjoyable little mini multiplayer games like races and puzzles but the problem is that all of them are very similar to the original game. Only consider this if you haven't got the first game.

Micro Machines



Reviewed issue #14
Racing • ↑↑↑↑↑↑ **Overall 78%**
Sega Ozisoft • Rumble • \$99.95
 • The overhead viewpoint gives the game an unusual style but it can be a lot of fun. The single player game is quite lacking but the multiplayer racing is some of the best.

Mission Impossible

Reviewed issue #08
3D Shooter • ↑ **Overall 73%**
Nintendo • No Rumble • \$99.95
 • This spy game borrows ideas from Goldeneye and adds some good ones of its own. Unfortunately the quality is patchy and there's no multiplayer mode.

Monaco Racing GP 2

Reviewed issue #14
Racing • ↑↑ **Overall 80%**
Ubi Soft • No Rumble • \$99.95
 • Ubi Soft have created a slick arcade-style experience with Monaco 2. The gameplay lacks some of the detailed realism of F1 World GP but the control is very smooth.

Monster Truck Madness

Reviewed issue #20
Sports • ↑↑↑↑ **Overall 72%**

Nintendo • Rumble • \$99.99

• Not the best racing game on the N64, but it offers good multi-player action. Unfortunately, MTM feels as though it isn't quite a finished game and doesn't offer any intense action. It's okay-ish.

Mortal Kombat 4

Reviewed issue #07

Fighting • ↑↑

Overall 84%

GT Interactive • Rumble • \$99.95

• MK4 turns out to be easily the best in its series and arguably the best fighting game on the N64.

NBA Courtside 2



Reviewed issue #24

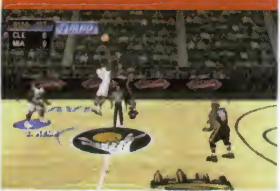
Basketball • ↑↑↑↑

Overall 78%

Nintendo • Rumble • \$79.95

• A good all-round basketball sim that isn't as brilliant as NBA Live 2000 but it's definitely a solid buy.

NBA Jam 2000



Reviewed issue #24

Basketball • ↑↑↑↑

Overall 77%



Rayman 2

#22 • 3D Platformer • ↑ • Ubi Soft • Rumble • \$99.95 Overall 93%

• The high resolution really brings out the game's amazing colours, making it one of the best looking games ever. Thankfully, these impressive visuals are complemented by responsive controls and interesting worlds to explore. A highly recommended platformer.

Acclaim • Rumble • \$99.95

• The addition of the new Jam mode provides some solid arcade action but the main simulation game is weak.

NBA Live 2000



Reviewed issue #24

Basketball • ↑↑↑↑

Overall 92%

EA • Rumble • \$99.95

• The ultimate basketball game. The whole game has been improved significantly since last year's effort and now Jordan's been included and there's a new One-on-One mode. Essential!

NBA Showtime



Reviewed issue #24

Basketball • ↑↑↑↑

Overall 78%

GT Interactive • Rumble • \$99.95

• It lacks any realism at all but fans of insane arcade-style dunks will enjoy the action.

NFL Quarterback Club 2000



Reviewed issue #21

Sports • ↑↑↑↑

Overall 77%

Acclaim • Rumble • \$99.95

• It's not a bad football game, but when you stack it up against the other football classics, other than tasty graphics, there's not much to find.

NHL '99

Reviewed issue #11

Hockey • ↑↑↑↑

Overall 91%

Electronic Arts • Rumble • \$99.95

• This is easily the best hockey game on the N64. It has all the options and plays you could ever hope for, plus the gameplay is perfect.

NHL Breakaway '99

Reviewed issue #13

3D Hockey • ↑↑↑↑

Overall 61%

Acclaim • Rumble • \$99.95

• Anyone who has NHL Breakaway '98 may want to purchase this game if all they are after is some new box art. This game is a carbon copy of last year's efforts.

New Tetris

Reviewed issue #20

Puzzle • ↑↑↑↑

Overall 89%

Nintendo • Rumble • \$99.99

• If you enjoy using your brain, you can never go wrong with Tetris. Plenty of features and groovy multiplayer modes should keep you happy for yonks.

Nightmare Creatures

Reviewed issue #12

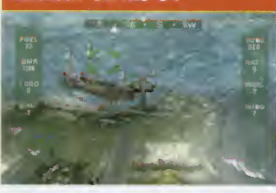
Beat 'em up • ↑↑

Overall 64%

Kalisto • No Rumble • \$99.95

• The game lacks a two player mode and the single player quest involves mostly button bashing, which gets boring quickly.

Nuclear Strike 64



Reviewed issue #24

Action • ↑

Overall 78%

GT Interactive • Rumble • \$99.95

• Flying around bombing enemies is cool for a while but the gameplay is purely retro fun because the gameplay has not changed at all since the 16-bit versions.

Penny Racers

Reviewed issue #12

Driving • ↑↑↑↑

Overall 59%

GT Interactive • Rumble • \$99.95

• Penny Racers is a poor man's Mario Kart.

Pilotwings 64

Reviewed issue #01

Flight Sim • ↑

Overall 94%

Nintendo • No Rumble • \$99.95

• Plays and looks just like the real thing, and provides you with a great sense of immersion. You'll spend plenty of time exploring the huge maps and discovering all the secrets.

Pokemon Snap



Reviewed issue #19

Simulation • ↑

Overall 84%

Nintendo • Rumble • \$99.95

• Sneak about in beautifully created Pokemon environments to snap a picture of the elusive Jigglypuff. Very easy to complete but great fun.

Premier Manager 64

Reviewed issue #20

Sports sim • ↑↑↑↑

Overall 69%

Nintendo • Rumble • \$99.99

• A strange title that doesn't actually allow you to partake in any soccer playing frolics. It simply revolves around the 'managing' of a soccer team.

Quake 2



Reviewed issue #18

3D Shooter • ↑↑↑↑

Overall 91%

Activision • Rumble • \$99.95

• This game improves 500% over Quake 1. The graphics are much sharper, the gameplay is more responsive and the four player deathmatch is one of the best on the system.

Quake 64

Reviewed issue #03

Shooter • ↑↑

Overall 81%

GT Interactive • Rumble • \$99.95

• The monster PC hit arrives on the N64, graphically dull, but still a highly playable conversion. Unfortunately, the multiplayer deathmatch bites hard.

Rainbow 6



Reviewed issue #23

Shooter • ↑↑

Overall 84%

Jack of All Games • Rumble • \$99.95

• R6 is a good shooter that has plenty of great objectives and an enjoyable two player cooperative mode. Unfortunately, the fact that it's easily finished and that there's no deathmatch means it has very poor long-term appeal.

Rakuga Kids

Reviewed issue #11

Fighting • ↑↑

Overall 77%

GT Interactive • Rumble • \$99.95

• Rakuga Kids never pretends to be a serious fighter. The characters are a bizarre bunch of cartoon creations but there's decent fighting action underneath its cute exterior.

Ready 2 Rumble



Reviewed issue #24

Boxing • ↑↑

Overall 88%

Playcorp • Rumble • \$99.95

• This arcade-style boxing game turns out to be arguably the best fighting game in the system because it has great controls, satisfying punches, interesting characters and a great tournament mode.

Resident Evil 2



Reviewed issue #24

Horror • ↑

Overall 91%

Ozisoft • Rumble • \$99.95

• The PlayStation classic has arrived on the N64 and not only has all the gameplay, violence and video been maintained perfectly, but it boasts superior high resolution graphics and plenty of new options. Absolutely brilliant!

Re-Volt

Reviewed issue #19
Racing • ↑↑↑↑ Overall 81%
Acclaim • Rumble • \$99.95
 • The graphics are impressive, the sound is excellent and it's challenging. Unfortunately, if you're looking for a quick bash of action, you may find this a little difficult to master.

Rocket: Robot on Wheels



Reviewed issue #24
Platformer • ↑ Overall 83%
Ubi Soft • Rumble • \$99.95
 • This platformer features incredibly original ideas because you must use your tractor beam to carry parts around and build many items but it is very difficult and will frustrate many players.

Road Rash

Reviewed issue #22
Racing • ↑↑↑↑ Overall 81%
GT Interactive • Rumble • \$99.95
 • The graphics are dull but the game boasts a super-smooth frame rate. This game is a lot of fun to play through yourself, but the real thrills come from pounding your mates off their motorcycles at insane speeds.

Roadsters



Reviewed issue #23
Racing • ↑↑↑↑ Overall 86%
GT Interactive • Rumble • \$99.95
 • A choppy frame rate is the only thing that spoils this, otherwise, highly enjoyable racer. Big cars, detailed backgrounds and smooth control make this one of the best serious racers.

Rogue Squadron



Reviewed issue #12
Shoot 'em up • ↑ Overall 89%
Nintendo • Rumble • \$99.95
 • Fantastic hi-res graphics, great

shoot 'em up gameplay and plenty of different missions, round out a great game. Lack of a multiplayer mode is a bummer though.

Rush 2 Extreme Racing

Reviewed issue #13
Racing • ↑↑ Overall 78%
GT Interactive • Rumble • \$99.95
 • Rush 2 is an enjoyable mixture of racing action and insane jumps. Rush 2 emphasises 'arcade' action with plenty of stunts and short-cuts. Don't expect serious racing though.

SCARS

Reviewed issue #10
3D Shooting • ↑↑↑↑ Overall 68%
Ubi Soft • Rumble • \$99.95
 • Its biggest asset is the multiplayer mode. Four players screaming around the tracks blasting the crap out of each other is really quite fun. Single player game bites though.

Shadow Man



Reviewed issue #18
Action • ↑ Overall 94%
Acclaim • Rumble • \$99.95
 • This game is brilliant. It finally gives the mature gamers something they can be proud of. It has everything we want: buckets of blood, a real storyline (not just save the F#@*&\$ Princess), gruesome weapons and a really challenging and interesting adventure. Buy it now, it'll make you a man.

Shadows of the Empire

Reviewed issue #01
3D Shooter • ↑ Overall 69%
Nintendo • No Rumble • \$79.95
 • The game offers a mixture of genres that provides some enjoyment but when you think about how much better this game could have been, you'll cry.

Smash Bros



Reviewed issue #15
Fighting • ↑↑↑↑ Overall 89%
Nintendo • Rumble • \$99.95
 • Mario, Link, Yoshi and Donkey

Kong all in the one game: what more could you want? Lastability is, unfortunately, the answer. Four-way fights with your friends are great fun but you'll get sick of the single player game in a couple of days.

South Park



Reviewed issue #13
Shooter • ↑↑↑↑ Overall 61%
Acclaim • Rumble • \$99.95
 • This game is a shooter with a twisted sense of humour that captures a lot of the style of the cartoon. Unfortunately, the gameplay is repetitive and gets boring quite quickly.

Snowboard Kids 2

Reviewed issue #15
Racing • ↑↑↑↑ Overall 64%
Nintendo • Rumble • \$99.95
 • The first game came out during the N64's infancy when it was struggling to gain a collection of quality titles. A year later, things are very different.

Spacestation Silicon Valley



Reviewed issue #11
3D Platform • ↑ Overall 88%
Directsoft • Rumble • \$99.95
 • The original and addictive gameplay will grab you. You're a microchip which must complete tricky puzzles by taking control of over fifty different animals.

StarCraft



Reviewed issue #23
Strategy • ↑↑ Overall 90%
Nintendo • No Rumble • \$99.95
 • The Real Time Strategy classic has been ported to the N64 in all its glory. It slows down a bit in the two player vs. mode but other than that, this game is a great purchase for sim fans.

Star Wars Episode 1 Racer



Reviewed issue #17
Racing • ↑↑ Overall 89%
Nintendo • No Rumble • \$99.95
 • With over twenty racing pods and more tracks than you can poke a lightsabre at, this game will keep you glued to the television for months. It's a bit easy though

Super Mario 64



Reviewed issue #01
3D Platform • ↑ Overall 100%
Nintendo • No Rumble • \$49.95
 • I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!

Supercross 2000



Reviewed issue #24
Racing • ↑↑ Overall 77%
EA • Rumble • \$99.95
 • The game has great music featuring Living End and the graphics are very crisp but racing around the painfully similar dirt bike tracks gets dull very quickly.

Tonic Trouble



Reviewed issue #20
3D Platform • ↑ Overall 79%
Nintendo • Rumble • \$99.95
 • Another good 3D platformer that fails to capture the magic

and charm of Mario 64 and Banjo-Kazooie. However, if you already own the said two, this game is well worth a try.

Top Gear Overdrive

Reviewed issue #12
Racing • ↑↑↑↑ Overall 78%
Nintendo • Rumble • \$99.95
 • As a sequel to Top Gear Rally, TGO sadly retains many of the original's faults, like twitchy control. On the positive side, it has nice backgrounds and runs smoothly.

Top Gear Rally

Reviewed issue #01
Racing • ↑↑ Overall 87%
Nintendo • Rumble • \$79.95
 • TGR's graphics are simple but highly polished. Troubles do arise with the control of the faster cars, but it's still easily one of the best rally games on any system.

Top Gear Rally 2



Reviewed issue #23
Racing • ↑↑↑↑ Overall 77%
Playcorp • Rumble • \$99.95
 • This game is a solid attempt at rally racing which unfortunately fails to reach the quality of the first game or to stand out from the many other racers on the N64.

Toy Story 2



Reviewed issue #24
Platformer • ↑ Overall 61%
Activision • Rumble • \$99.95
 • Dull platforming action may provide youngsters with some satisfaction but the rest of us will be asleep before the first level is finished.

Turok 2



Reviewed issue #11
3D Shooter • ↑↑↑↑ Overall 94%

Acclaim • Rumble • \$99.95

• The sequel of the decade is here and it's incredible. It features: huge levels chock full of stunning scenery; beautiful high resolution graphics; amazing weapons with jaw-dropping special effects; a great variety of vicious dinosaurs; sophisticated AI and a brilliant multiplayer deathmatch. Most importantly though, it's a highly enjoyable and compelling game that simply demands purchase.

Turok Dinosaur Hunter

Reviewed issue #01

3D Shooter • ↑ Overall **88%**

Acclaim • No Rumble • \$99.95

• A great 1st-person shooter that offers incredible weapons and a huge quest filled with bionic dinosaurs.

Turok: Rage Wars



Reviewed issue #23

3D Shooter • ↑↑↑↑ Overall **86%**

Acclaim • Rumble • \$99.95

• Turok's multiplayer mechanics have been tightened a lot since Turok 2 to provide us with a deathmatch experience with a lot of appeal. The ability to add in computer Bots and play co-operatively with friends are great additions but remember there's no 'real' single player game.

V-Rally



Reviewed issue #10

Racing • ↑↑ Overall **62%**

Nintendo • Rumble • \$99.95

• V-Rally will be a wet dream for hard-core rally fans. The game's realism does, however, result in a frustrating experience that will put a lot of people off.

Vigilante 8



Reviewed issue #16

Racing • ↑↑↑↑ Overall **76%**

Activision • Rumble • \$99.95

• This game provides you with a lot of different vehicles, all packed with weapons. There's a decent multiplayer mode here and objectives spice things up. Not brilliant, but enjoyable.

WCW Mayhem

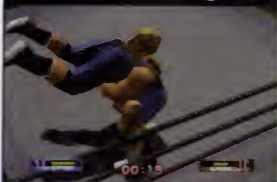
Reviewed issue #22

Wrestling • ↑↑↑↑ Overall **78%**

Electronic Arts • Rumble • \$99.95

• The gameplay is fast and there are plenty of options. Unfortunately, it lacks the detail of Acclaim's wrestlers and the charm of THQ's WCW games.

WCW v. NWO Revenge



Reviewed issue #11

Wrestling • ↑↑↑↑ Overall **91%**

GT Interactive • Rumble • \$99.95

• Everything has been improved for this sequel. There are now 60 wrestlers and a character creation mode. The original was so good though, that it may not be worth the money to upgrade.

WWF Attitude



Reviewed issue #19

Wrestling • ↑↑↑↑ Overall **89%**

Acclaim • Rumble • \$99.95

• It's time to bend someone into more shapes than Monica Lewinski, because Acclaim have given us a brilliant wrestler. It's not as easy to pick up as the WCW titles but it's incredibly detailed.

WWF Wrestlemania



Reviewed issue #24

Wrestling • ↑↑↑↑ Overall **80%**

GT Interactive • Rumble • \$99.95

• Great wrestling action featuring all of the WWF stars, unfortunately, the gameplay is identical to WCW Revenge, so any-

one avoid this if you already have the game.

Wailae Golf



Reviewed issue #08

Golf • ↑↑↑↑ Overall **61%**

Nintendo • No Rumble • \$79.95

• A playable golf game is hidden under some ugly 2D 'card-board cut-out' scenery. Only one course with 18 holes means that it will test even the greatest golf lover's attention span.

Wave Race 64



Reviewed issue #01

Jet Ski Racing • ↑↑ Overall **91%**

Nintendo • No Rumble • \$99.95

• Wave Race has the most realistic controls of any racer on the N64. The water effects will amaze you. The way the jet ski handles and the attention to detail in the game is brilliant.

Wetrix

Reviewed issue #04

Puzzle • ↑↑ Overall **79%**

Roadshow • No Rumble • \$99.95

• A great idea and spin off of the old 'Tetris' theme make this a well-balanced puzzle game.

WinBack



Reviewed issue #23

Shooter • ↑↑↑↑ Overall **96%**

Nintendo • Rumble • \$99.95

• WinBack is a great mixture of stealth action and stylishly choreographed moves. Sneaking around each mission, getting sadistic pleasure from controlling your super soldier as he dispatches thousands of evil henchmen is so cool. With meaty sounding weapons, funky Matrix style music and a dynamic multiplayer mode (that's almost as good as Goldeneye) WinBack is 'the goods'.



Zelda 64

#12 • RPG • ↑ • Nintendo • Rumble • \$99.95 Overall **98%**

• The most anticipated game of all time finally hits the N64. Zelda has an absolutely enormous quest that draws the player into a complex plot about a young boy trying to defeat an evil sorcerer. Stunningly realistic graphics and perfectly balanced gameplay will have players mesmerized for months as they conquer every dungeon and explore every corner of its amazing world.

Essential gaming for every N64 owner.

WipeOut

Reviewed issue #09

Racing • ↑↑↑↑ Overall **81%**

Playcorp • Rumble • \$99.95

• WipeOut has fast, furious gameplay with crafts that travel at insane speeds and wield awesome weapons.

Worms: Armageddon



Reviewed issue #23

Strategy • ↑↑↑↑ Overall **94%**

Ozisoft • Rumble • \$99.95

• It's the best multiplayer game of the year and is almost as addictive as Goldeneye. You'll be playing this game until the early hours of the morning as you wage worm war. While this game is absolutely essential as a multiplayer experience it doesn't offer much for the lone player.

World Driver Championship



Reviewed issue #19

Racing • ↑↑ Overall **83%**

GT Interactive • Rumble • \$99.95

• It flaunts super graphics and moves at a healthy frame rate. Some may be put off by the difficult handling physics of the vehicles, but once mastered it's an above-average racer.

Xena: Warrior Princess



Reviewed issue #23

Fighting • ↑↑↑↑ Overall **79%**

GT Interactive • Rumble • \$99.95

• The four player fighting action is amusing for a while but a poor frame rate and boring moves makes this one for Xena buffs only.

Yoshi's Story



Reviewed issue #03

2D Platform • ↑ Overall **82%**

Nintendo • No Rumble • \$99.95

• Impressive 2D visuals hide a severe lack of length and challenge. Probably the best 2D platformer on the system.

Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

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3. N64 Gamer take no responsibility for the publication of your details.
4. Don't use this page to try and get rid of your dodgy PlayStation games.
5. Don't mention that the games are boxed or have manuals.

NEW SOUTH WALES

Although I already own one, I am looking for another Intellivision system that is in pristine condition (no scratches, dings, etc). Also, anyone who can get their hands on games for the Intellivision please e-mail me. Thankyou to the two other people who have helped me out finding games for this ancient machine.

Arthur Adam
arthur@next.com.au

'98 Nissan Pulsar SSS.

All options, tinted windows - \$21,000. Negotiable.

Arthur Adam. Cronulla
arthur@next.com.au

N64 console - \$100. Games = Turok 2, Rush 2, Forsaken, Super Mario 64 and Lylat Wars - \$20 each. 2 x controller packs - \$10 each, mem and expansion pack - \$10 each. All for a whoppingly cheap \$230

(02) 9427-5797

Wanted for N64. Duke Nukem

Zero Hour - Will swap for Turok 2 or South Park 64. Mission Impossible and Lylat Wars wanted also - Will swap for Command & Conquer or a good control Pad. I can sell F-Zero X and Tetrisphere for \$40 each.

(name unreadable)
(07) 4666-5139

WWF Attitude \$50 - \$60
Phillip Ziogas, Barrack Heights
(02) 4296-9050

GoldenEye wanted - \$35, Turok 2 - \$50, WCW Revenge - \$45, Pokemon Snap - \$30, Wayne Gretzky 3D Hockey - \$40
Nathan, Griffith
(02) 6963-4900

GoldenEye - Will swap for WWF Warzone, South Park or any good game
James Josey
(02) 6645-4046

N64 console - \$80, Zelda: Ocarina of Time - \$40, Super Mario 64 - \$30, GoldenEye 007 - \$35, World Cup '98 - \$30, San Francisco

Rush with SFX Universal Game Adaptor - \$45, Rumble Pack and Mem card - \$5 each, 2 controllers - \$10 each or everything for \$270

David, Morriset

(02) 4973-4704

Star Wars: Episode One: \$55 or near offer

David, Tweed Heads
(07) 5524-6172

QUEENSLAND

Mortal Kombat 4 - Will swap for the awesome Mario Party, World Driver Championship, Smash Bros. or will sell seperately for \$50. Expansion Pak - \$25
Temo, Salisbury
(07) 3700-4370

Game Boy with carry case, night light and 12 games: Tetris, Donkey Kong Land 2, Mega Man, Pokemon Blue, Baseball, Battle Toads, Dr. Mario, Pinball, Sneaky Snakes, Burger Time Deluxe, Game Boy Gallery and Robo Cop 2. The lot for \$220 ONO.



Michelle DeFabio has created this very talented and original DK picture

Anthony, Gold Coast
(07) 5597-0457

F1 World Grand Prix - will swap for Command & Conquer or Harvest Moon

Tom, Buderim
(07) 5445-2993

WESTERN AUSTRALIA

Wanted (PAL only) games.

Super Punch Out: SNES, Ghosts 'N' Goblins: SNES or Mega Drive 2, Zombies Ate My Neighbours: SNES or Mega Drive 2, Super Mario Kart: SNES, Shadow Run: SNES, Mortal Konmat 2: SNES or any other cool games.

Michael, Perth
(08) 9244-7331

Wave Race \$40, International Super Star Soccer 2 and Zelda - \$60 each, RF Adaptor \$15

I don't have a name because I forgot to send it in to N64 Gamer, but ring me anyhow on

(08) 9248-4915

VICTORIA

Turok 2 - \$40, Shadow Man \$40, Jet Force Gemini - \$35

Daniel Hassett, West Melton
(03) 9743-2978

Superman 64 - \$40, Testrisphere - \$40, Mario Party - \$40

Michael Mandini, Kew

Mandini@hotmail.com.au

N64, two controllers, Rumble Pak, Memory Pak, Five Games, Action Replay. All boxed and with manuals - \$450

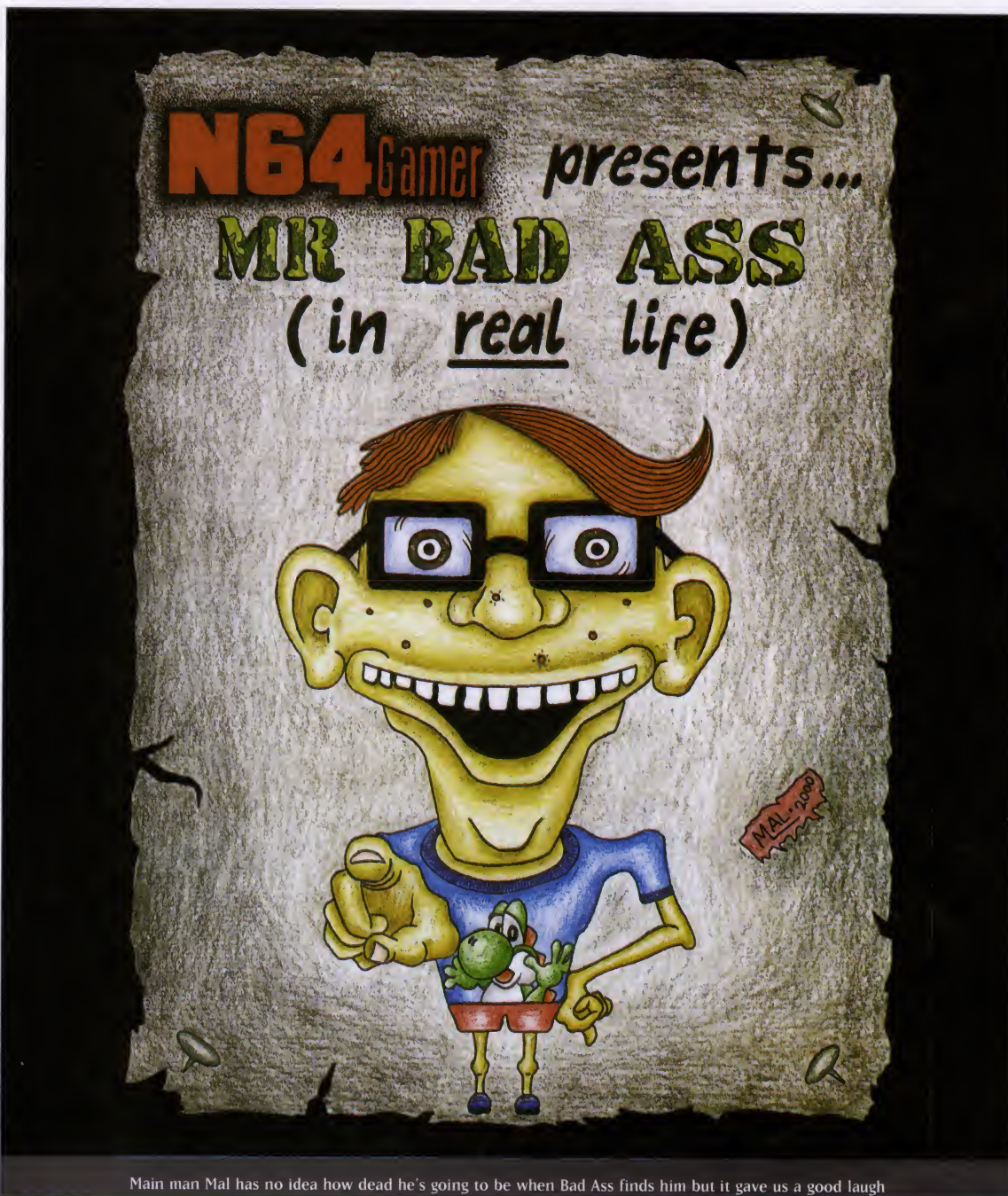
James Lovie
(03) 9787-8797

Banjo-Kazooie - \$30, Mario 64 - \$30, Blast Corps - \$20, Rumble Pak - \$15, or all for \$85 (save \$10)

Leonard Price, North Clayton

(03) 9544-9513

NBA Live '99 - \$45. Swap for Mario Kart, WWF Warzone, Zelda 64, Snowboard Kids, South Park 64, FIFA '99, NBA Jam '99, NBA:



Main man Mal has no idea how dead he's going to be when Bad Ass finds him but it gave us a good laugh

In the Zone '99, NHL Breakaway '99, Shadows of the Empire, Superman 64 and Yoshi's Story.
Bryson Calwell, Melbourne
(03) 9878-5575

Pilot Wings - \$45, Pokemon Snap - \$60
Nick & Matt, Melbourne
(03) 9561-7075

SOUTH AUSTRALIA

Yoshi's Story - \$40, Mystical Ninja - \$50, Rampage World Tour -

\$45, Aero Gauge - \$25, Robotron - \$25, or the lot for \$175
William, Richmond
(03) 9428-7488

WCW/nWo Revenge - \$70 or swap for FIFA '99
Adam, Salisbury
(08) 8281-2187
holler86@hotmail.com

Large African elephant with washing broom and walking lead. Must have a large backyard - \$56,000.

Ahmad Muhmoot
(08) 555-555

Wanted: Rogue Squadron, Space Station Silicon Valley, Star Wars Episode One: Racer and Jet Force Gemini. Will Swap for Zelda, F-Zero X, Wave Race, Lylat Wars and Clay Fighters
Hayden, Kingston
(08) 8296-7727

N64, 3 controllers, Memory Pak, RF Switch, Super Mario 64, Diddy Kong Racing, GoldenEye, MRC, NBA Courtside, International Superstars of Soccer 64 - \$300 the lot.

Bill, Caltowie
(08) 8665-5032

NEXT MONTH

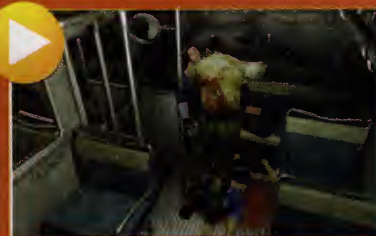
Playguide

Take a look at the funky stuff coming in N64 Gamer #27

Naturally, we will strive to bring you all the latest and greatest info on all things N64ish. However, the games distributors reserve the right to postpone the release of their games.

Pokémon Stadium

It may have been available in Japan for over a year but now Australia is ready to enjoy battling their favourite Pokemon on the N64.



Resident Evil 2

Are you stuck in this horror adventure? Check out our detailed walk through.

Reviews



Ridge Racer 64

It may have started as a *cough Play *cough Station *cough game but we can't help but be a little impressed by the look of this silky racer.



ECW: Hardcore Revolution

Acclaim may have lost the WWF licence but they aren't going to let that stop them from bringing us the beefiest wrestlers.



South Park Rally

This game has suffered too many delays for us to believe any new dates but with a little help from above this funky racer should arrive next month.

Buzz Lightyear is Back!

As space hero Buzz Lightyear, you've got your hands full.
Your best buddy, Woody, has been kidnapped by a greedy
toy collector and it's going to be an all-out race against time
to save him. It's all up to you... Buzz Lightyear to the rescue!



Spin, spring, somersault and bounce
through 15 colourful, action-packed levels.



Enjoy fast and fun 3-D gameplay with your
favourite characters from the movie!



Unlock special toy accessories to complete
your missions, like cool rocket jet boots.

**N64 version
available Jan 2000**



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- WARRAWONG
- YOUNG

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- Fyshwick
- Woden Plaza

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- CARINDALE
- EVERTON PARK OPEN 7 DAYS
- MT GRAVATT
- OXLEY
- GOLD COAST OPEN 7 DAYS
- TWEED HEADS SOUTH OPEN 7 DAYS
- QUEENSLAND COUNTRY
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- SUNSHINE COAST OPEN 7 DAYS
- BUNDABERG
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- GREENSBOROUGH PLAZA
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- MOORABBIN
- NUNAWADING
- PRESTON

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- BALLARAT
- BENDIGO
- GEELONG
- MILDURA
- SHEPPARTON
- TRARALGON
- WARRNAMBOOL

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- ENFIELD OPENS MARCH
- MARION OPEN MON-SAT

PERTH METRO

- CANNINGTON
- JOONDALUP
- O'CONNOR NOW OPEN
- OSBORNE PARK
- PORT KENNEDY

WESTERN AUSTRALIA COUNTRY

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- BUNBURY
- BUSSELTON
- GERALDTON
- KALGOORLIE
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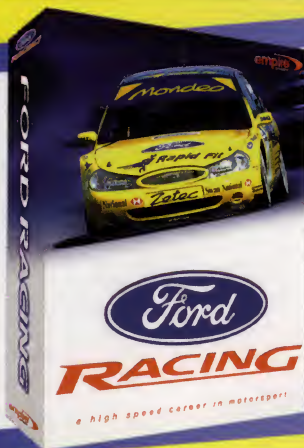
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Negotiate real combat situations using three dimensional plastic soldiers. All in brilliant 3D.

1500421



\$69.95

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Awesome racing action in the hottest Fords on the road.

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Experience the best in true-to-life driving simulation. Now on two feature packed CDs.

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Driver (G) PC.

Experience clutch-your-seat Hollywood style car chases. Direct your own high speed chases in director's mode. 7261

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Now \$49.95

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